September 1994 Vol 3 No 9

# COMMODORE Network Newswatch

## Q-LINK CLOSES

News from the States is that the long-time doyen of Commodore on-line support services, Q-Link, is closing its doors to the Commodore 8-bit user. In truth, this service has done little to improve and even maintain its facilities to the C-64/128 owner over recent years, resulting in a declining customer base, so this really isn't a huge shock. Q-Link has not been accepting memberships since August the first, and will go off-line on New Years day, 1995.

## COMPUTE SOLD!

Compute has just changed hands, with Ziff-Davies being the proud new owners. The story is that Ziff-Davies purchased the magazine from Omni for the names only, and will use these to form its own new magazine, called something along the lines of "Compute Today". They DID NOT buy the Gazette disk or Compute publications, and what exactly will happen with these two entities is anyones guess at the moment, but rumour has it that the September edition will be Gazette's last. Let's hope not!

## AT LAST!

After a number of delays, misunderstandings, and straight-out bungles, those of you who have subscribed to Commodore World through Commodore Network should have received the first three issues as one recently. Now that the bugs are ironed out, delivery will be more regular in future. My appologies for any concern.

## A GREAT COMMODORIAN DIES!

It is with great sadness that the computing world has lost not only a colourful character and a great linguist, but a staunch supporter of the C-64, C-128, and BASIC programming. Douglas passed away recently following a sudden heart attack, aged 79 years. Dedicated to the lasting memory of Doug, SB-ENTHUSIAST has written an appointments program which will be available for the cost of the disk (any size). On the disk will be some BASI programming written by Doug himself. The generous result of an appeal for help from one of his many admirers. - S.B. Enthusiast.

## VDC UPGRADE

Due to a lack of interest, the plan to produce a number of VDC upgrades for the 128 announced in the May '94 News Watch has been dropped for the forseeable future. We will, however, continue to try and offer these sorts of options from time to time for those that want them, however, we do need your support if they are to come to fruition. Our apologies to those that did express an interest.

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GEOS in Review ©

This publication reviews many excellent programs created by individual GEOS Authors
Featuring reviews of:
New Tools 2 Geos MakeBoot More Dweezil Disks ClipArt Series GeoCanvas v1.2 & v3.0
Perfect Print GEOS LQ Collette Utilities HandyScanner 64 & PageFox
GeoPaint & Scanning PHoto Mover v3.0 GeoQuery - Q&A of Geos Users

**and much more**

The HandBook is available folded and saddle bound to A4 size, for $A10.00* (includes P&H) from:

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***Overseas orders add $A5.00**


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# Editorial

My goodness, where's the year gone, September already!

I was hoping to announce a number of new merchandising lines this month, but, unfortunately, things have not progressed as quickly as I would have liked. Suffice it to say that we will have a number of new software and hardware lines available shortly, including some very powerful modems at what we hope will be extremely competitive prices, and, of course, the FAST 8 as mentioned last month. In fact a review of this item should be appearing in an upcoming issue.

At present, I am formulating a new membership discount criteria which should, according to the length of time you have been a part of C.N., entitle members to a range of sizeable discounts on a number of catalogue (soon to be released) items. More on the particulars at a later date.

## SUPERBASE BOOK

Our friendly Superbase Enthusiast is about to begin compiling a major reference work on Superbase/Superscript and is calling for YOUR help. If you've written a routine or routines for use under these two programs, or know of someone who has, then now's the time to pitch in and share the knowledge. SB-Enthusiast is also after hints and tips and, well, just your help if you feel you can assist. His address can be found in the Superbase Snippets article elsewhere in this issue. He is especially keen to enlist the aid of any Superbase 64 users, as he uses Superbase 128 exclusively himself.

## SAD TIMES

Recent months have bought a number of heartaches to Commodore owners with the recent loss of "Commodore Voice" and now the loss of a great Commodorian in Dr. Douglas MacLurkin. Doug was not a member of CN., but his passing has been a major loss to the Commodore users of South-East Queensland, and, indeed, Australia. May I take this opportunity to pass my condolences on to Doug's family and friends.

## RUMORS

Two rumors heard on the grape-vine recently involve two major actors in the Commodore 8-bit theatre. The stories are rife that Gazette will no longer be with us after September, and that SoftDisk publishing are in difficulties. For those that are unfamiliar with the latter, they produce Loadstar. Let's hope both rumors are wrong!

Warren


CNPD

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**Watch out for the upcoming "P.D. POWER COLLECTION" coming shortly!**

# GEOSgenie

This column, we bring you some important information about geoPublish, that geoPub users should be aware of, along with some more geoWrite hints. Not all GEOS users have geoPublish as it is a separately purchased package from the main GEOS system, but those who do own it probably need a few hints.

## geoPublish

geoPublish v1.0 {Pub}, has been through a few version changes, that were not openly discussed by BSW {now GEOWORKS}. There are several 'different' versions of Pub and all marked as v1.0 !. However, the programs, though the 'same', are different in their handling of their data files.

Pub data files can be irreparably damaged by inadvisedly using a 'different' version to access them. When the incorrect version of Pub is used on existing files, it will 'screw up' the text files in the Layout, once it gets past one or two pages.

For Pub, the date stamp in the 'Info' DBox gives the version, and not the v1.0 as one might first think. The differing BSW versions of Pub that I am currently aware of are as follows :-

10/8/87 meaning October 1987
5/6/88 meaning May 1988
10/4/88 meaning October 1988
{known as the 'newest' two disk version}

I use the latter one Oct88, but have found, through a number of tests, that the three different versions are not upwardly compatible {at least most of the time they're not}, with each other's files.

Unfortunately, there is no way of knowing from looking at a data file, or it's info box, which version of Pub it was created with !. While that does seem out of place in GEOS, particularly when paint and write files can be accessed by most other versions, that is the way it is with Pub. {More on this later}.

## geoPublishing Tips

One thing all new users to Pub discover, is that it is NOT an intuitive program. You MUST sit down with Pub, flip back and forth through the manual, and STRUGGLE to create your first document. Believe me, I talk from experience here with creating 'The World of GEOS HandBook' Series (**), and four other new HandBooks. Better still, get help from someone who has already done all of this. Pub only becomes intuitive after you have learned its secrets.

Pub doesn't handle ITALICS well, that's why it will turn out rather poorly. It would be best to avoid using italics in your geoWrite text file altogether. Instead, try using bold text and better still, a slightly different font.

Pub defaults to Page Graphics mode, but it is best to begin your set up by going to Master Pages mode from the Mode menu. Master Pages is where you define your guideline margins and columns on the preview area. You can also select doc setup from the File menu, to enter your start page number, and select whether you need two Master pages and define if it is left or right. Or, you can call up a pre-defined set-up from the Master dpi Library files supplied.

Master Pages is also where you should set the DATE and PAGE features. When you do, make sure your region for the date and page are large enough to accommodate the entire date for the size font you have selected. If you don't make the region large enough, your date and/or page will be truncated. Usually you won't have trouble with PAGE, but DATE ....

## geoWrite Pub Text Files

Leave your geoWrite file without margins. If you don't, you will have a lot of extra 'gutter' in Pub. Let Pub organize the text margins {gutter} in the text fields created in Page Layout mode. Pub reformats your right margin, but not the paragraph or left margins, at which point the file becomes a geoWrite Pub text file. For best effect though, make your text file 'full justified', it makes Pubs job a bit easier, unless of course, you require tab settings.

If you are using Pub with two of the same kind of disk drives, you can keep your data files on a separate disk. The Pub file, and the geoWrite Pub text files, must be together on the same disk. If not, you will get an error {fatal} that will crash Pub.

If you have discovered that the text is in the BSW 9 point font {not fatal}, your fonts are missing which leaves your document looking funny. You have to put your fonts onto the same disk as the Pub program itself, and not with the data files. Also if you want to add graphic scraps to your Pub document, the photo album and photo manager must be on the same disk as Pub as well. Your printer driver must also be on the Pub disk and not the data disk.

Never edit your geoWrite Pub text file using geoWrite. The next time you access your Pub file it will not be able to recognize the geoWrite Pub text file anymore, as it will have been changed by geoWrite back to a geoWrite text file. You should only edit your geoWrite Pub text file from the Pub Text Editor in Page Layout mode. The Text Editor is a fair to middling cut-down version of geoWrite, which is quite capable of editing your text 'in situ'.

Another never do, is to rename your geoWrite text file after it has been imported into Pub. If you do, then Pub will not be able to find it, and you will encounter another crash.

A lot of sources refer to the 'pouring' in of the geoWrite text file into your Pub document. It is much simpler to regard it as importing a text file to Pub as described in the manual. This overcomes the 'language' hassles associated with learning Pub.

If you have imported your text file, but found that text meant for the upper right region has ended up in the lower right region, and vice versa, you have encountered the X position {not fatal} in Pub. It is simply the X position of a region that is critical. The text will import into the region further left vertically, even if it is lower horizontally.

The regions may look like they have the same X axis, but checking the regions will show that they may be only one pixel off. The region position is given in the Document ID Box as X and Y co-ordinates. Get into the habit of noting these positions down, and try and be

Jane Voskamp-Jones

consistent. The regions must be on exactly the same X position, or the upper region must be further left than the lower region. It is rather disturbing when it first happens though, but don't let it frighten you off.

Another good point is not to make your region the whole size on the document. This will crash Pub. Always have at least a couple of pixels for margins.

## MegaFonts

Avoid using, or trying to use MegaFonts in your geoWrite Pub text file, or from the Pub Text Editor. To make use of MegaFonts in Pub, use them from Page Graphics mode. Select the text tool and click where you want your text to begin. The Edit text DBox is automatically displayed, and it is here that you enter your text.

To set your font, click on the Attributes {Attr} gadget and the text Attributes DBox is displayed. Scroll through your fonts until you reach your MegaFont, and set the font size to 48 by using the scroll arrows. Click the OK gadget when ready, and the text is immediately entered in the Pub DW. Pub will recognize all the different point sizes of a MegaFont and handle them accordingly.

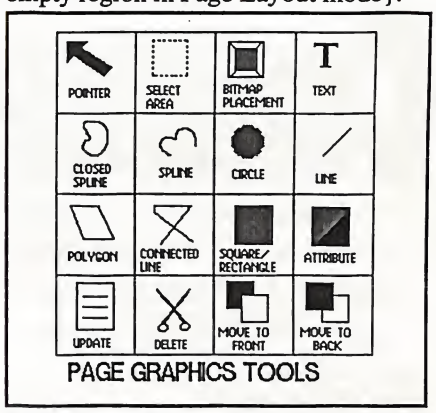
If you need to use a MegaFont larger than the 48 points, stick to using multiples of 48 to determine your point size. For example, 48 points can be proportionally enlarged up to 96 {48 x 2} acceptably. However, with each larger increment, the pixel effect is more pronounced, but at least all the elements of the characters are equal to those of the original size.

The smoothing option is not recommended on very complex fonts that have thin diagonal lines. It is best to 'set' type in Page Graphics zoom display to observe the effect of enlargement and reduction on your font. MegaFont creation, editing and use, can be found in more detail in the section 'Mega Fonts in GEOS' in 'The World of GEOS HandBook III'.

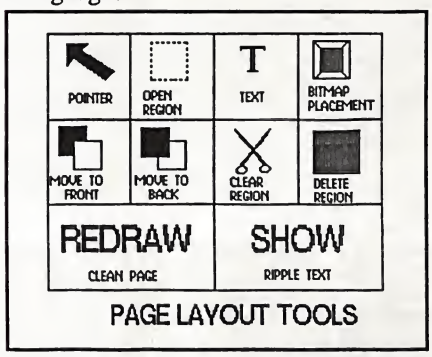
## Adding Graphics

In Pub, adding graphics is simplest in Page Graphics mode, you select the bitmap placement tool then position your crosshair where you want the top left corner of your graphic to begin, then click once. The current scrap on disk is imported 'as is'.

To have the option of scaling and resizing your graphic, after clicking on the bitmap placement tool, select the attributes tool to call up the Attributes DBox. Select the method of placement you require for the graphic, and click on the OK gadget. However, any text imported on the Page Layout mode for this page will not format around this graphic, {unless you have assigned an empty region in Page Layout mode}.




But, if you do want the text in your document to format around your graphic, you should go to Page Layout mode. Then using the open region tool, create a region in the place you want your graphic to be. Then select the bitmap placement tool which calls up the DBox paste prompt, select the paste method required, and click on the OK gadget.




In this case, if the area in Page Layout mode where you created the region for the graphic, already contained an imported geoWrite text file, click on the SHOW gadget to re-ripple the text, ready for editing. Rippling will also occur if you select Page Graphics mode from the mode menu. Note that you cannot view your text in either the Text Editor, or Page Graphics, until the text has been rippled.

Photo scraps are mapped pixel by pixel, which is why the jagged edges remain. For the sake of quality, a good rule is NEVER ENLARGE a bitmap graphic, smoothed or not. This kind of graphic is done best in geoPaint, and create the image at least twice the size you need. Then clip the scrap, and import it to Pub, scaled and smoothed. A logo scanned in at page size, and reduced and smoothed when imported to Pub would look okay. The drawback is, of course, time.

## Drawing Instructions

Pub is different to geoPaint, in that objects drawn in Pub are actually made up of a list of drawing instructions or commands, otherwise known as Object-Orientated Graphics. If you are drawing a line with the line tool, it is stored in the Pub document as a straight line, of a certain thickness, between point x and point y. Whereas in geoPaint, the line drawn is a bitmap made up of pixels. It is drawn on the screen, line by line, with every pixel turned on {foreground / black} or off {background / white}.

In Pub, a rectangle would have four points or1

co-ordinates listed for it's description, with each element drawn one at a time. When you redraw a bitmap, each line of pixels is drawn on the screen. When you redraw object-orientated art, each element is drawn, one at a time. Because of this, and the way the Pub tools draw, it allows for effects that would be difficult or impossible with geoPaint and other graphics programs.

A diagonal line can be drawn in various widths and / or patterns, even "white", opaque or transparent. The ability to draw curved lines in many thicknesses or patterns, sets Pub in a different plane. However, any graphics imported into your Pub document are treated as bitmaps. But, each bitmap imported is a separate and distinct bitmap that can be clicked on, be repositioned, scaled or deleted without affecting the rest of the document.

## Modification Made Simple

The great thing about object-orientated art is the fact that modification of line thickness is very simple. From Page Graphics mode click on the object to be modified to select it, or use the group select tool if there are more than one objects, and click on the attributes tool to bring up the Attributes DBox, then click the up / down arrows until the desired thickness is achieved. In most cases, clicking once on the up arrow will be sufficient, but you shouldn't really need to click more than twice though.

This procedure is the same for all object-orientated art - circles, lines boxes, splines, etc. If you have a rather complicated illustration made up entirely of of object-orientated art, you will have to individually select all the objects, and increase the line thickness, or use the group select tool if they are to be changed in the same manner. Note that you cannot fill all objects solid as you can ellipses and rectangles.

There is a maximum number of object-orientated graphics that you can have on a page. You will encounter a DBox informing you that no more objects can be placed on a page, when you get up to around 120 - 130.

## Pub Printing

In order for Pub to co-ordinate all its object-orientated art, bitmaps, and text

files for logical printing, Pub uses screen memory to put all this information together. This "whites out" the screen display during the printing process.

## Pub Confused

A Pub document will store all the necessary object-orientated art co-ordinates, the bitmap data, plus contain links to the text files which stand apart from the main Pub file. This storing of point instructions and text file links by Pub, is also the reason why Pub files are not upwardly compatible between the Pub versions. The 'different' versions just 'see' this information differently, and an incompatible document file will be scrambled.

### *Readers Three Wishes And All That ...*

From Arthur Whiting of Aroona QLD, "Dear GEOSgenie, I do like that title, I expect many Network subscribers are already polishing their lamps ready for some magic. I feel sure that your column will be very popular and will be rated highly when the next survey is conducted.

I am not an enthusiastic Geoperson, maybe I do not use it enough .... With best wishes to you and your column".

*Gg. Thank you for writing and letting me know your thoughts ... Okay, I'm blushing now ... I hope that over these few months the GEOSgenie column has been delivering the kind of magic for GEOS that all of you need. If you want something different, let me know. It is helping users who need the help, that makes this job worthwhile.*

Next month, review items of GEOS products from third party Authors / Distributors are ready for the column. First up for Review is the disk of GEOS Utilities 2.0 by Nate Fiedler USA. With more to follow in coming months. Until then, happy GEOSing.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back. Special thanks to Rick Coleman {Photo Mover fame}, our USA GEnie BBS correspondent for your continued support, and to Michael Renz {Performance Peripherals Europe}, our German correspondent, for your support.


**CN GEOSgenie**
**PO Box 635**
**Blair Athol**
**South Australia 5084**


(**) The World of GEOS HandBook Series {I, II, II}, are currently available from JMV Grafix

CN

# New BBS's in Australia - September 1994

**Compiled by Rodney Creer of the Australian BBS Registry**

## AUSTRALIAN CAPITAL TERRITORY

System: ACME BBS
Sysop: Wayne Haesler
Phone: (06) 291-5022
Baud: V.22 V.22bis V.32 V.32bis
Access: Mem Reg VA
Hours: Daily: 1800 - 0800
Computer: IBM 486/66
DOS: MS-DOS
BBSoftware: RemoteAccess+

## NEW SOUTH WALES

System: Australian Visual Basic Users Group(NSW)
Sysop: Geoff Gauchi
Phone: (02) 547-1219
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Mem Reg LVA
Computer: IBM 386/40
DOS: MS-DOS
BBSoftware: Maximus

System: BAUD WALK
Sysop: Michael Fox
Phone: (046) 25-4675
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Mem Reg VA
Hours: Daily: 2200 - 0600
Computer: IBM 386/40 Clone
DOS: MS-DOS
BBSoftware: Ezycom

System: Disintegration
Sysop: Attila Rozgonyi
Phone: (02) 644-4830
FidoNet: 3:713/623
Baud: V.22bis
Access: Mem Reg LVA
Computer: i486/50
DOS: MS-DOS
BBSoftware: RemoteAccess

System: Eclipse
Sysop: Sean Askew
Phone: (02) 665-3282
FidoNet: 3:711/939.1
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Mem Reg VA
Computer: IBM Clone
DOS: MS-DOS
BBSoftware: RemoteAccess+

System: Mage Light BBS
Sysop: Andrew Wheeler
Phone: (042) 29-4727
FidoNet: 3:624/203
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Public
Computer: i486/66
DOS: MS-DOS
BBSoftware: RemoteAccess

System: Shadow BBS
Sysop: John Thomas
Phone: (02) 600-7430
FidoNet: 3:712/813
Baud: V.22bis V.32 V.32bis
Access: Public
Computer: i486/66
DOS: MS-DOS
BBSoftware: Ezycom

System: Skull's BBS
Sysop: Bradley Geier
Phone: (02) 660-0757
FidoNet: 3:712/611.9
Baud: V.22bis V.32 V.32bis
Access: Mem VA
Computer: Amiga 2000
DOS: AmigaDOS
BBSoftware: M A X's BBS

System: STEEL CITY II
Sysop: Phil Pfeiffer
Phone: (042) 96-6099
FidoNet: 3:624/109
Baud: V.21 V.22 V.22bis V.23 V.32
Access: VA
Computer: Amiga 2000
DOS: AmigaDOS
BBSoftware: M A X's BBS

System: Team Terminal
Sysop: Noddy Gay
Phone: (069) 31-5575
FidoNet: 3:621/303
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Reg VA
Hours: Weekdays: 2200 - 0700
: Weekends: 2000 - 0800
Computer: i486/33
DOS: MS-DOS
BBSoftware: Ezycom

System: The Brewery BBS!
Sysop: Tim Jennings
Phone: (02) 825-4491
FidoNet: 3:712/816
WorldNet: 61:9600/123
Baud: V.22 V.22bis V.32 V.32bis
Access: Mem Reg VA
Computer: IBM 486/66 Clone
DOS: MS-DOS
BBSoftware: RemoteAccess

System: Vixlab BBS
Sysop: Victor Zdanowicz
Phone: (02) 873-3201
FidoNet: 3:711/947
Baud: V.22bis V.23 V.32 V.32bis
Access: Mem Reg LVA
Computer: i386/25
DOS: MS-DOS
BBSoftware: RemoteAccess/Pro

## VICTORIA

System: Eclipse.BBS
Sysop: Sir Anthony
Phone: (053) 67-5420
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Public
Computer: IBM Clone
DOS: MS-DOS
BBSoftware: SuperBBS

System: Oracle Media BBS
Sysop: The Oracle
Phone: (03) 775-2600 Multi-Line
FidoNet: 3:638/109
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis HST
Access: Public
Computer: IBM
DOS: OS/2
BBSoftware: Maximus

## QUEENSLAND

System: A Politicly CORRUPT Board
Sysop: Wehrmacht
Phone: (07) 862-9236
FidoNet: 3:640/837
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Reg
Computer: i486/33
DOS: MS-DOS
BBSoftware: Maximus

## SOUTH AUSTRALIA

System: arrakis.apana.org.au public access UNIX
Sysop: Greg Robinson
Phone: (08) 377-0217
Internet: arrakis.apana.org.au
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Mem Reg
Computer: Sun SPARCstation ELC
DOS: SunOS

System: Braintap
Sysop: Pat Bradley and Brian Wormald
Phone: (08) 239-0497
Baud: V.21 V.22 V.22bis
Access: Mem LVA
Computer: IBM AT Clone
DOS: MS-DOS
BBSoftware: Sapphire

System: Starbase 79
Sysop: Michael Cheshire
Phone: (08) 361-2467
FidoNet: 3:800/840
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Public
Computer: Amiga 1200
DOS: AmigaDOS
BBSoftware: Excelsior

System: Trance BBS
Sysop: Sven Clutterham
Phone: (08) 336-6777
FidoNet: 3:800/411
Baud: V.21 V.22 V.22bis V.23 V.32
Access: Public
Computer: IBM 486sx
DOS: MS-DOS
BBSoftware: RemoteAccess

System: Yatesy's BBS
Sysop: Sam Yates
Phone: (08) 379-5578
Baud: V.21 V.22 V.22bis V.23 V.32 V.32bis
Access: Reg
Computer: IBM 386sx
DOS: MS-DOS
BBSoftware: RemoteAccess

## WESTERN AUSTRALIA

System: Realm Of Insanity
Sysop: Roland Scott
Phone: (09) 478-1069
Baud: V.21 V.22 V.22bis V.32
Access: Public
Hours: Daily: 2000 - 0700
Computer: IBM 486/25 Clone
DOS: MS-DOS
BBSoftware: RemoteAccess

System: STAR-BYTE BBS
Sysop: Harry Oldenhuis
Phone: (09) 451-4840
FidoNet: 3:690/416
Baud: V.21 V.22 V.22bis V.23 V.32
Access: Mem VA
Computer: IBM 486
DOS: OS/2
BBSoftware: Maximus

System: SunCity BBS
Sysop: Ryan Trumpe-Malone
Phone: (099) 649-089
Baud: V.23 V.32 V.32bis
Access: Public
Computer: i486
DOS: MS-DOS
BBSoftware: Maximus

## NORTHERN TERRITORY

System: Outback BBS
Sysop: Peter Hatswell
Phone: (089) 522-122
FidoNet: 3:850/116
WorldNet: 61:9300/140
Baud: V.21 V.22 V.22bis V.32 V.32bis
Access: Public
Computer: IBM 486/33 Clone
DOS: MS-DOS
BBSoftware: Maximus

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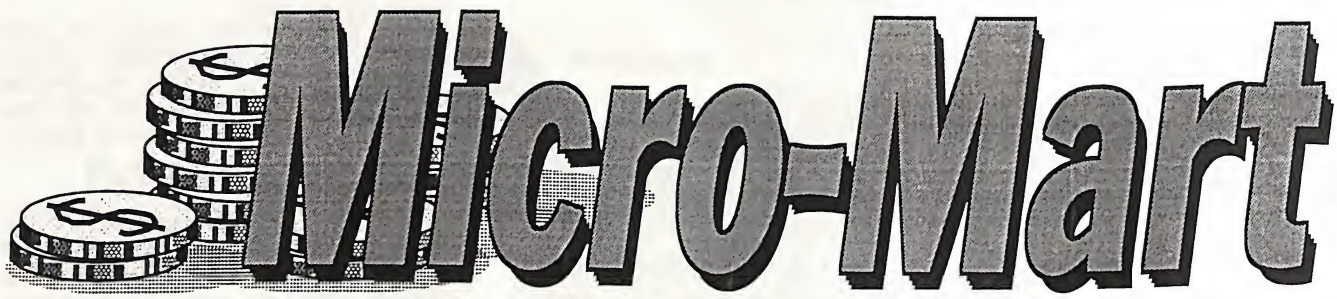


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# Clublinks

Over the next few months a lot of clubs will hold their AGM's and so perhaps a few of you may be asked to consider accepting a committee position within your club. Unfortunately it is usually left to the same few diehard members to form the committee and to keep a club going. Without their contribution many clubs would have folded long ago. In many cases this causes problems within clubs as the club tends to stagnate without some new blood on the committee. It puts a lot of pressure on a few members who are expected to run the club, usually without much help from the general membership, and usually without any remuneration or thanks. I just ask that you think about what you can do for your club by considering a committee position with your club come AGM time. Don't expect that the same people will carry on. I know that in some clubs the committee positions are reluctantly held by the same people all the time because no-one else will have a go. They would gladly let somebody else help. So give some thought to a committee position.

I've mentioned in previous columns about problems with the club in Canberra. I believe that they are still having problems. Attendance at the July meetings were virtually zero and two committee members have been forced to resign due to health problems. If the club folds, the Amiga members can join the other club in Canberra but there will be nowhere for the 64 and 128 members to go. By now all the present members will have been informed by letter of the Special General Meeting called to try and resolve the situation.

*IF YOU LIVE IN OR AROUND CANBERRA, PLEASE SHOW YOUR SUPPORT FOR THE CLUB.*

We certainly don't want the club to fold. Maybe as the warmer weather comes on so too will attendances at the meetings.

My feedback from a couple of clubs tell me that members are keen on buying both Commodore Network and Cee-64 Alive from those clubs. As well as getting a great magazine and the world's best 64 disk based magazine, they are helping out their clubs financially as well. This means that we are all winners. For around $3.50 for Network and $6.00 for Cee-64 Alive it represents good value as well. If your club does not sell either of these, then see your club committee. A phone call to Warren by the club will then solve the problem.

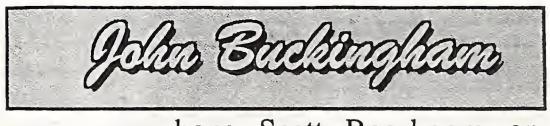
There's a few clubs out there from whom I've not yet received any newsletters. Judging has begun so from next month expect some reviews and reports in this column. I've been impressed with some of the newsletters that I've been sent. It's great what can be produced by a 64 or 128. So keep up the good work. If you haven't sent in your club's newsletter it still isn't too late to become part of the competition. Send me a copy now and you'll still be in the running to be judged the best club newsletter.

The normal club meetings section of the column this month is being replaced by a full list of all the clubs that are usually listed together with their addresses, meeting times and venues. If any of the details are wrong please contact me so I can correct the details.

The address for this column is PO Box 244, WARILLA NSW 2528 or phone (047) 973159.

Bye till next month

*BUCKY*




## CHANGE OF VENUE

Woombug. Scott Roseboom's club in Queensland, now meets in the TeaRoom of Masons Hall, Hill St, Woombye. The club's postal address is still c/- Post Office WOOMBYE Qld 4559. The club's next two meeting dates are August 27th and October 29th. Write to the club or phone Scott Roseboom on (074) 48 5845 if you require any further information.

## CLUB LIST

This is a list of some of the user groups in Australia and New Zealand that cater for members with 64's or 128's. If you want any information or details about the club contact the person listed or write to the address shown. There is also a list of mail/postal groups as well. If you write to a club please enclose either a stamped self-addressed envelope or a stamp or reply coupon for your reply. Remember that school and public holidays can affect meeting dates. ALWAYS check with the club contact first.

## AUSTRALIA

Albury/Wodonga Commodore User Group Inc, PO Box 1014, ALBURY NSW 2640 - 1st Tuesday 7.30pm Gas & Fuel Corp Building, Hume & Townsend Sts, Albury - Rod Graeber (060) 21 3703

C64 Developments Inc (Wollongong C64/128 Club) PO Box 150, UNANDERRA NSW 2526 - 2nd Friday 6.30pm Unanderra Community Centre, Unanderra - Jeff Gale (Secretary)(042) 71 5098

Commodore 64/128 Club of NSW (formerly Penrith Commodore Users Group) 12 Budgeree Rd, TOONGABBIE NSW 2146 - 3rd Wednesday 7.30pm Minchinbury Neighbourhood Centre, Minchin Rd, Minchinbury - Steve Stecyk (President)(02) 631 2323

Commodore Hornsby User Group Inc, PO Box 1578, HORNSBY NORTHGATE NSW 2077 - 2nd & 4th Wednesdays 7.30pm St Leos College, Wahroonga - Allan Hall (02) 476 4929

Commodore User Group (ACT) Inc, PO Box 409, CURTIN ACT 2605 - Canberra meetings phone Matt Blydenstein (06) 281 2714 for dates and venue. - Batemans Bay meetings 3rd Saturday Pearly Beach Baptist Church Hall - Jan Mason (044) 72 6861

Muswellbrook Combined Computer Group, PO Box 648, MUSWELLBROOK NSW 2333 - contact Jim Shorter on (065) 47 9144 for meeting details.

Newcastle Commodore Users Group, c/- 22 Copeland St, LAMBTON NSW 2299 - phone George Morrison (049) 57 4271 for information.

Tuggerah Lakes Commodore Users Group, PO Box 659, TOUKLEY NSW 2259 - phone John Davies (043) 93 1921 for any information.

Melbourne Commodore Computer Club Inc, PO Box 177, BOX HILL Vic 3128 - 2nd Wednesday 7.30pm Courtyard Room, Nunawading Civic Centre, Whitehorse Rd - Bernie O'Shea (President)(03) 438 1625

Yarra Valley Commodore Users Group, c/- 13 Cumberland Cres, CHIRNSIDE PARK Vic 3116 - 1st Tuesday 8pm Lilydale Elderly Citizens Club - Theo Hristakos (03) 735 5310

South Australian Commodore Computer User Group Inc , PO Box 427, NORTH ADELAIDE SA 5006 - 1st & 3rd Mondays 7.30pm North Adelaide Primary School- John (08) 296 7761 or Phil (08) 381 8444

Southern Districts Computer Users Club Inc (Adelaide), 4 Barbara Ave, MORPHETT VALE SA 5162 - 3rd Wednesday 7.30pm Home Economics Room, Christies Beach High School (West), Beach Rd, Christies Beach - Malcolm Brumaley (08) 382 8614

Computer Club of WA Inc (Perth) - phone Tom Lee on (06) 332 6374 for all enquiries.

Cairns Commodore Users Group,PO Box 7, EARLVILLE Qld 4878 - 1st Tuesday 7.30pm Cairns Education Centre, Greenslopes Road, Edge Hill - Bruce Bimrose (070) 54 1949

Commodore Computer Users Group (Qld) Inc, PO Box 274, SPRINGWOOD Qld 4127 - 1st Tuesday 7pm Bardon Professional Centre - Gordon Wright (07) 299 7789

Woombug 8-bit - 4th Saturday 1 - 4pm Tea Room, Masons Hall, Hill St, Woombye - Scott Roseboom (074) 48 5845

Tasmanian Commodore Users Group, GPO Box 673, HOBART Tas 7000 - 3rd Wednesday 7.30pm Derwent Regional Library, Glenorchy - Stephen Cook (002) 47 9985

## NEW ZEALAND

Christchurch Commodore Users' Group Inc, PO Box 4665, CHRISTCHURCH - 4th Tuesday 7.30pm Philipstown School - Dave Maguire (03) 348 5976

Kapiti Commodore Users Group, 24 Makarini St, PARAPARAUMI - 1st Friday 7.30pm Kapiti College, Margaret Rd, Raumati Beach - John Hughes (04) 298 4349

Manawatu Commodore Users Group, 83 Havelock Ave, PALMERSTON NORTH - 1st Monday 7pm St Marks Church Hall - Sydney Mounsey (06) 357 9858

North Otago Commodore Users Group - contact Jim Mullen on (03) 434 7655 for any information.

N.Z. Commodore Users Group Inc, PO Box 2878, WELLINGTON - contact Neville Lockett (04) 470 4707 for details concerning meeting times and venues.

Otago Commodore 64 Club (Dunedin) - contact John Knight 26 Estuary Crescent Fairfield Dunedin

Waikato Commodore Computer Users Group, 162 Pukete Rd, HAMILTON - 1st & 2nd Thursday 7pm Cobham Drive Hall, Hamilton - Raymond Benson (07) 847 2367

Whangarei Combined Computer Club - contact John Pitt (09) 438 6651 for all information regarding this club.

## POSTAL GROUPS

All these groups are mail based groups that cater for those users who are not able to attend a normal club or want to join a second club. Most provide a regular newsletter and give you access to PD programs and program information as well as give you the opportunity to meet other members through correspondence or phone contact.

GeoCLUB (GEOS users) c/- Peter Hunt 70 Betula Street, DOVETON Vic 3177 - Frank Cassidy (03) 791 4991

Hills 64 Group C/- Post Office, COCKATOO Vic 3781 - Ivan Blitz

Plus4/C16 Users Group 36 Western Highway, BLAXLAND NSW 2774 - Tony Ellis (047) 39 1528

The Old Codgers (over 40's) 18 Windsor Street, EDGEWORTH NSW 2285 - Gordon Screen

The Right Direction User Group 2/9 Reid Street, MOONAH Tas 7009 - Shane Boswell

Woombug 8-bit c/- Post Office, WOOMBYE Qld 4559 - Scott Roseboom (074) 47 9985

Meeting 64/128 Users Through The Mail 1576B County Road 2550E, ST JOSEPH IL 61873 USA - Jean Nance

Many regular clubs can also cater for postal (associate) members as well. Check with your local club.

# Page 128

Hi folks! I'm a little sick of writing reviews of older software for this column, so this month, we are back to what this column was originally meant to be, a section designed to help users get the most from their machine. This month, "Page 128" is packed with hints and tips for our beloved C-128, and we introduce an article from a new writer to our pages for CP/M corner. I hope you've all had a go at fiddling with CP/M, it's not everyone's up of tea, but it is intriguing, and does give you a solid grounding if some day you need to use an MS-DOS machine. And, of course, there are some very good programs available for it too! Alastair (Hay) has written a couple of top articles over recent issues which should help you a little, and Mario's article a little later in this column should help the first-timer come to grips with what can be a daunting task when accessing CP/M for the first time, especially if you have no-one to guide you!

## READING A DIRECTORY

If you are unlucky enough not to have Jiffy-DOS fitted to your system and are forced to use the "DIRECTORY" command every time you want to see what's on that disk in your drive, here's a little something that many people just don't realise. You see, the 128 has TWO commands for reading the directory, "DIRECTORY" and "CATALOG". OK, I can hear the mumblings from here,"How the heck does that help me", you say. Well, as you may realise, "DIRECTORY" can be called by using the abbreviation diA (di [SHIFT]-A). "CATALOG", in the meantime can be called with cA (c [SHIFT]-A), thus saving a keystroke (Oh wow, Warren, thank you! You've saved me all that ware and tare on my poor little fingers - thank you, thank you, thank you!).

But that's not all (Geez, I'm good to you lot!), many people also do not realise that by using the ON statement, you an read a directory from any drive. For instance, using the statement "cA on u9" in direct mode will return the directory of the disk in drive #9.

## PARTITIONS

Many people find partitions and subdiretories on their 1581's, FD's, RAMLink/Drive's, etc. more than a little confusing. Hopefully, this little tidbit will help them a little. Now, to create that partition from BASIC, use the following:

```
OPEN 15,8,15,"/0: partition
name,"+chr$ (start track) +chr$
(start sector) +chr$ (low byte of
# blocks) +chr$ (high byte of #
blocks)+",C": CLOSE 15
```

Err! now I see why creating partitions can be a little daunting.

Of course, owners of CMD devices have it easy.

## GETTING A-SYS-TANCE

Forgotten the starting address of that Machine Code program you want to open or examine? Here's a routine that opens your program file as a sequential file, and reads the first two bytes in order to determine the load address.

```
10 TRAP 70
20 INPUT "ENTER FILENAME"; F$
30 DOPEN #1, F$+",P"
40 GET #1, A$, B$: DCLOSE #1
50 AD = ASC (A$) + AS (B$)* 256
60 PRINT "PROGRAM "F$" START
ADDRESS ="; AD: END
70 PRINT "ERROR " ERR$ (ER):
RESUME 20
```

In case you are wondering, the TRAP statement in line ten diverts the flow of the program to line 70 if a "FILE NOT FOUND" error occurs.

## THE MYSTERIES OF AUTOBOOTING

Well, really, they aren't all that mysterious, it's just that people don't realise what the autoboot feature is capable of. With a little bit of work, you an ahieve all sorts of things. Let's take a look!

The Autoboot can load and run either BASIC or ML programs as I'm sure we all realise. It does this by loading track one, sector zero into memory at address 2186 in bank zero, which is a part of the BASIC stack area, and checking it for a certain combination of bytes. This combination MUST start with the letters CBM, followed by four CHR$(0)'s. An optional message is next, and this is displayed whilst autobooting is being performed.

*Warren Naismith*

Immediately following the message comes two more CHR$(0)'s, and then a few machine language instructions followed by a BASIC command string consisting of either RUN "filename" or BOOT "filename", depending on what type of file (BASIC or ML respectively) you are initializing. The last byte is yet another CHR$(0).

OK, before we go on, for the curious in you, the ML instructions mentioned above are:

```
LDX # address low byte
LDY # address high byte
JMP AEA5
```

This tells the computer the high and low address bytes of the BOOT or RUN string and may change depending on the length of the boot message

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string. The JMP takes you to the area of your ROM where BASIC commands are dealt with.

All very well and good, but hardly exciting stuff! Well, we'll get to that right now! Because the boot block utilises BASIC command strings, it is relatively easy to doctor autoboots to perform specific tasks. By replacing BOOT or RUN with "DIRECTORY", you could have instantaneous directory display of your disk on boot-up. Take it a step further, and by inserting DIRECTORY "*,P", you can have only program files displayed. By substituting S, R, or U, you can have only Sequential, Relative, or User files shown. This could be ideal if one has, say, a number of disks containing specific forms or form letters - all you need do is stick one of your "form" disks in the drive, hit reset, and voila! a listing of those forms on that particular disk.

Other options include the use of the command "DLOAD" to load but not run your program, "BLOAD" to to install a machine language utility, funtion key definition, or title screen, to mention only a few possibilities. Perhaps you may even like to have your on-screen colours change (using the COLOR command) on boot-up. After all, Commodore's choice is not everyone's cup-of-tea!

You only have one restriction, and that is that the total length of the command string must be less than one BASIC line and ontain no CHR$(13)'s. Also remember that all command statements MUST be in IMMEDIATE mode (ie. must work when typed directly to sreen and not require a line number).

Now, here's an autoboot program for you to type in:

```
10 BO$="CBM": CO$ = CHR$ (0): FOR
I = 1 TO 4: BO$ = BO$ + O$: NEXT:
COLOR 0,7: COLOR 4,7: PRINT " "
20 PRINT "BOOT MESSAGE": INPUT
"MAX 16 CHARS"; ME$: ME$ = LEFT$
(ME$,16): SA=2831 + LEN (ME$)
30 INPUT "BOOT FILE NAME"; FN$:
INPUT "[B]ASIC OR [M].L."; FT$:
PRINT
40 PRINT " BOOT MESSAGE: "ME$:
PRINT " BOOT FILE NAME: "BF$;: IF
FT$ = "M" THEN PRINT " MACH.
LANG.": ELSE PRINT " BASIC"
50 INPUT " OK [Y/N]"; O$: IF O$
<> "Y" THEN 10
60 BO$ = BO$ + ME$ + CO$ +CO$ +
CHR$(162) + CHR$(SA AND 255) +
CHR$(160) + CHR$(SA/256) +
CHR$(76) + CHR$(165) + CHR$(175)
70 IF FT$ = "M" THEN BO$ = BO$ +
"BOOT": ELSE BO$ = BO$ + "RUN"
80 BO$ = BO$ + CHR$(34) + FN$ +
CHR$(0): OPEN 15,8,15,:
OPEN8,8,8,"#": IF DS THEN DCLOSE:
GOTO 110
90 PRINT #15, "U1:"; 8; 0; 1; 0:
PRINT #15, "B-A:"; 0; 1; 0: IF DS
= 65 THEN 120
100 PRINT #15, "B-P:"; 8; 0:
PRINT #8, BO$;: PRINT#15, "U2:";
8; 0; 1; 0: DCLOSE: IF DS THEN
110: ELSE END
110 PRINT " DISK ERROR >> "; DS$:
GOTO 40
120 PRINT " BOOT SECTOR ALREADY
IN USE": INPUT" OVER-WRITE
[Y/N]"; OW$: IF OW$ = "Y" THEN
100: ELSE 40
```

OK, that should give you something to work on. Make sure you only use a scratch disk to experiment on. Now fiddle around with the program and see what you an do. Remember, the key words here are BOOT and RUN, so experiment to your hearts content by inserting your own direct commands.

## TIME AND DATE STAMPING

If you do your share of programming, you have no doubt come accross the need to differentiate several versions of a particular routine saved as you work your way through its creation and debugging. There are several ways of doing this, and probably the most convenient is to save your files using the following format:

```
DSAVE "filename" + TI$
```

This will automatically save your file under your chosen name plus a distinctive six character suffix. Of course, you must make sure the total size of the filename doesn't exceed the 16 character limit, so you must keep the "filename" part of the above under ten characters in length.

If intending to use this function, it generally pays to set TI$ to the correct time at the start of your session. To do this, simply type: TI$= "000000", the zero's being replaced by the current time in military format. For instance, 10:30 AM would be set as TI$="103000", 10:30 PM would be set by TI$="223000".

Another way of doing this is to set up an F-KEY to perform the time stamping for you. Let's redefine the F-7 key for the purpose of this exercise. Here's how we do it:

```
KEY 7, "DSAVE" + CHR$(34) +
"SEPT01" + CHR$(34) + " + TI$" +
CHR$(13)
```

In the above case, "SEPT01" is, naturally enough, the date on which the work was done. This is changed each day as you redefine the F-key at the beginning of your session.

OK, that should do us for this month. Now, for all you budding CP/M users out there, here's Mario Petrolati.

# CP/M Corner

*by Mario Petrolati*

Hi, all! I don't know whether Warren will want to publish this, but having followed Alastair Hay's excellent work in recent issues, I felt compelled to have a go and share what little knowledge I have with those interested.

As has been said before in these pages, CP/M can be looked upon with some trepidation when first encountered. It is, at first glance, so completely foreign to the veteran C-64 or C-128 user as to be completely incomprehensible. Or so it seems!

I'm here to tell you that CP/M is not some incomprehensible monster lurking in the bowels of your 128, but a powerful and versatile operating system, just awaiting your magic touch to bring it to life.

## COMING TO GRIPS WITH CP/M

Like a spirited stallion, CP/M needs to be mastered. It needs to be tamed and molded to the needs of the user, but, also like any good steed, taming the beast is of no help if you don't know how to ride. So take up the reins now and ride with me as we take a gentle canter through the world of CP/M.

Now, I'm not going to go too fast here, after all, I am taking it for granted that this is, at the very least, one of your first forays into this operating system. My apologies to those more advanced who may find all this a little "old hat".

The first thing we encounter after booting CP/M (you have booted it, haven't you? If not, do so now and we'll get on with the tour) is that cryptic A> prompt. Assuming you have a two drive system hooked up, the A> you see indicates that CP/M is accessing drive 8. Type in B: (don't forget the colon after the B) and press [RETURN]. Now your prompt should read B>, and CP/M is now working with drive B (drive 9 in standard Commodore format). See, that wasn't so hard, was it. You've changed the drive you are accessing. Try doing that on the 64 and see ust how much easier it is in CP/M.

OK, this is just great, but it really is of little interest unless you can atually access the disks in the drive. You can swap back and forth all day and achieve absolutely nothing unless there is some way of actually utilising the data on the disks. For a start, let's bring up a directory. Your prompt should still be the B>, so type A: now to take us back to our boot drive. Now type

DIR [RETURN]. You'll notice that the directory that appears is not displayed vertically as with the 64 and native modes of the 128, but horizontally. You will also notice that the files are listed alphabetically, left to right. If you are using a 40 column display, my first piece of advice is to reboot in 80 column mode, or, if that is not possible for some reason, then please realise that CP/M is designed to display in 80 column mode and that data will be displayed in the second 40 olumns to the right of that presently displayed. Use your space bar to take your cursor accross the sreen and force a scroll in order to see what else lays on your disk. For ease of explanation, I will take it for granted that everyone is using an 80 column screen for the rest of this article.

OK, all pretty straight-forward so far? Well, it's about to get just a little more complicated. The DIR command we have just been using is a "built-in" command. It comes as an intrinsic part of the operating system and is available to the user at boot-up. Did you notice on that directory a file called DIR.COM? This is a second, and far more versatile directory command which activates whenever you type DIR followed by a set of parameters in enclosed brackets. When this is done, CP/M automatically searches your disk for the transient (all commands which need to be loaded from disk are termed "transient") version of the DIR command to act upon those specified parameters. This transient command is especially helpful when dealing with User Areas (see Alastair Hay's excellent article, Page 128, CP/M Corner, page 12, Aug.'94 CN.). I don't want to go into specifics here, because I want this article to be essentially an introduction to CP/M, but here are a few examples:

`DIR [DRIVE=ALL USER=ALL]` - lists directories of ALL user areas on ALL drives

`DIR [DRIVE=B USER=ALL NOSORT]` - Shows an unsorted (non-alphabetized) directory from all user areas on drive B. The same an be acheived with:

```
DIR B: [USER=ALL NOSORT]
```

I will possibly deal with DIR in more depth in a future article.

For now, let's review what we've covered this issue. Firstly, you've learnt what that cursed A> means. It's a DOS prompt, letting YOU know just what drive you are working with at any given moment. Handy, huh? You've learnt that it is just so easy to switch between your drives - makes you wish Commodore had installed a similar system on their machines, doesn't it? - If it wasn't for Jiffy-DOS, I'd be lost! And you've learnt that directories are also easy to access. I hope this little foray has shown you that, really, CP/M is not all that hard to use, and, in fact in many ways is EASIER than the standard Commodore modes.

I've actually enoyed writing this little article so much that, if Warren will have me, I think I'll be writing a few more in future.

CN


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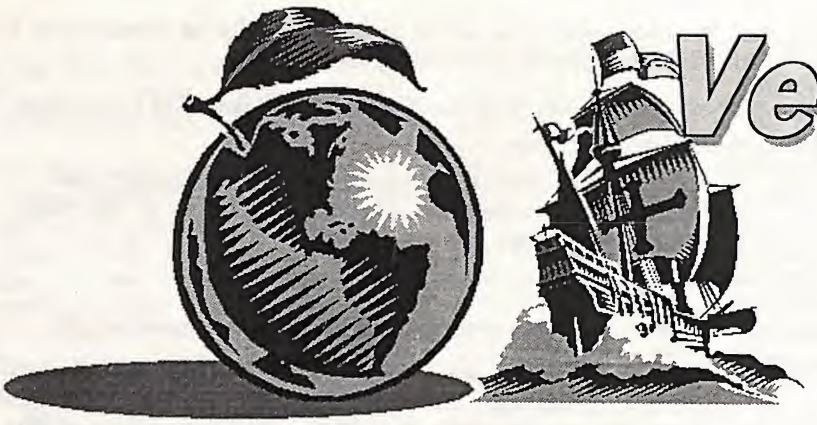


# Venturing Inn

Heath Kirby Miller

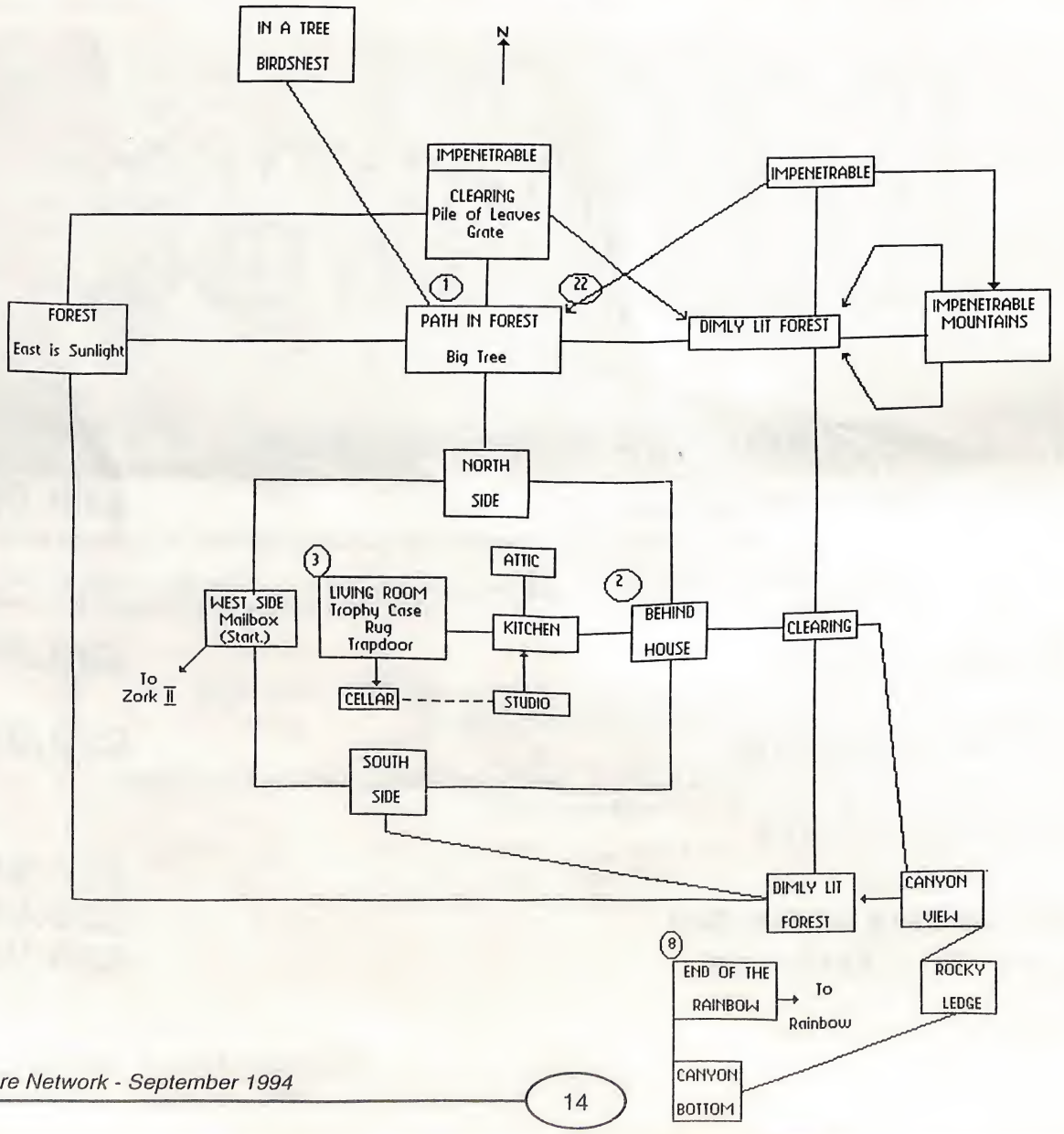
As I mentioned last month, this month we are presenting you with the first installment of the "Zork" walkthrough which was sent in by Andrew Gormly of South Australia.

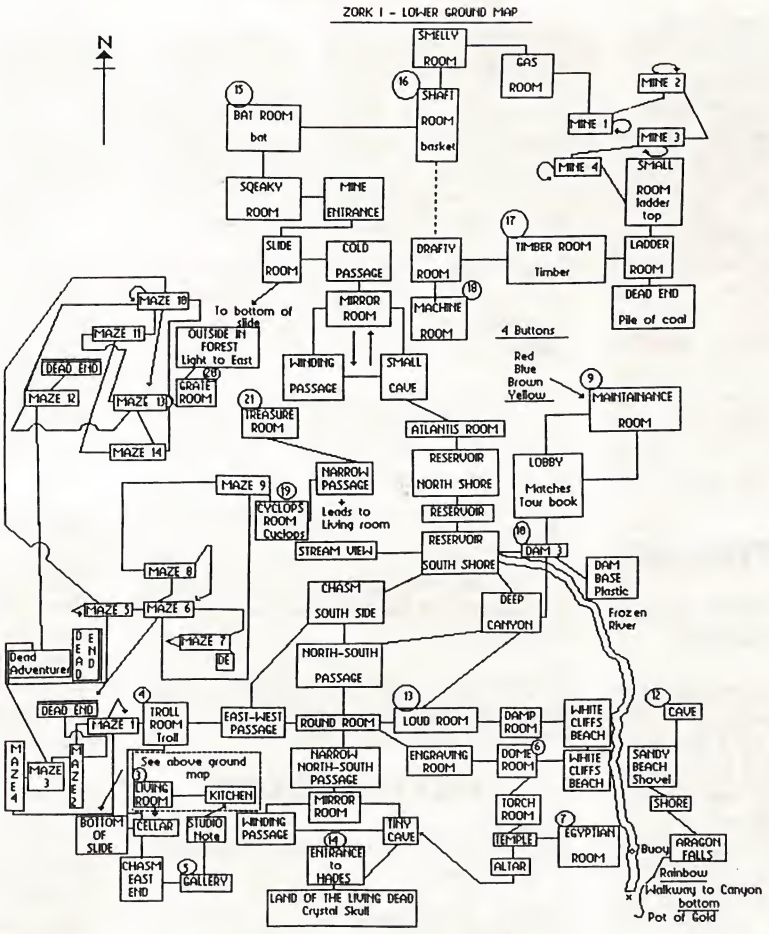
As you can see, this month we include the maps for "Zork", which I reviewed last month in our "Classics Corner" section of this column. If you don't already possess a copy of this adventure, please try to rectify the situation, you'll be glad you did!

You can use these maps to find your way around the Great Underground Empire, but if you are still stuck, next month we will publish some hints which should help you solve whatever problems you are facing in this adventure.

## *ZORK I - THE MAPS*

ZORK I - ABOVE GROUND MAP






Until next month, if you've an answer to Aaron Kernbach's "Ultima V" query which appeared in the August issue, have any adventure or role-playing questions yourself, or can offer some hints and tips you'd like to contribute, my address is:

**RMB 221**
**Sunraysia Highway**
**STUART MILL**
**Vic. 3478**

See you again next month.


$1000

and it's all yours.....
if you can be the first to solve.....

THE SPACE EXPLORER

$19.95 and we'll even throw in a hint sheet....

Gary McCleary Software
PO Pox 24 Emu Plains NSW 2750

*Thanks for the kudos, Michael. Actually, these last three issues have been horrendously late due to a number of problems throwing things out of kilter. I would hope that this issue sees the light of day a little closer to the tenth (our arbitrary publishing date) than those issues did. As for the transposition of pages, we were just seeing if you lot up there were awake. Seriously though, a lot of about 50 issues (I hope that was all) slipped through the net due to the unholy rush to get that particular edition out - so much for quality control - whatever that is? In the meantime, I will be faxing CMD shortly on other matters and will take the liberty of mentioning your problem re issue two of Commodore World. I don't know whether it will do you any good, but what the heck, it can't hurt!*

## LICENSED SOFTWARE

Back home in OZ, and Merv Carroll writes from beautiful Queensland:

I am most interested in your view on licensing expressed on page 25 of the July issue of C.N. To be able to obtain documented software for a licence fee certainly appeals to me and would surely appeal to the owner of the copyright if his outlay was zilch. I feel that copyright should devolve to a royalty only when the owner of the copyright is no longer prepared to produce an item. I don't support piracy nor do I believe that copyright laws are squeaky clean.

*You will be pleased to know that I have done some work towards tracking down and approaching copyright holders of C-64/128 software. There is a long way to go, but we'll be doing our best.*

*Concerning copyright, I think everyone would agree that, for freely copyable material, there is a need to protect the rights of the creator. The biggest problem is that copyright laws in general have failed to come to terms with the volatility of the computer industry. You and I can sit down and read a book printed hundreds of years ago, but you can't sit down and play a game designed for one of Commodore's early PET machines on your 64. The creator of that game has probably lost all interest, but, if it is copyright, you are still breaking the law by copying it. Admittedly, many earlier programs for the C-64 and other computers have become Public Domain. The trouble for you and I is in deciding which ones they are.*

## READING STANDING ON MY HEAD!

Up Newcastle way, and Graham Prosser writes:

I love C.N., but it is a little hard to read when some articles are started as normal, and the next half is upside down. Obviously in a great rush this month, and you need new glasses.

In reference to your bit in Letter's Link re commercial software licences, I hope their is someone out there with a great idea!

*You got it in one, Graham. Once again the gremlins were working overtime (and judging by the bill, they want to get paid for it too!). As a result, everything was a mad rush and it showed.*

*As for my needing new glasses, naw! The ones I've got hold just enough beer as it is!(hic!).*

*Concerning your comment about someone having a great idea - Wot! don't you like mine! (grin).*

## KEYDOS ROM

Still in N.S.W., and Lance Bosanquet writes in part:

Just a short review of a couple of recent upgrades to my computer.

Not so long ago there was a review on KeyDOS V2.0 (for the 128) in Commodore Network, and after reading this article I duly purchased it from John Buckingham and promptly installed it.

One point not mentioned in the article was the ease with which one an access a REU. Not being a programmer, I was hopeless at using STASH and FETCH commands, so KeyDOS, for me, was a Godsend. I can now have three drives working at the press of a button.

The file and disk copy routines are extremely good , and even though it is slower than maverick and other copiers, I often copy using this and do other work while waiting for it to finish. My occupation is restoring antique clocks and watches, plus modern ones, so I have the computer in my workshop at home. This way I can combine my two loves and it works well providing I don't neglect my income producing section.

I have found a few minor bugs, but all-in-all it is something I wouldn't be without!

The next item is the BBU that suddenly arrived from Terry at NOVO after being on order some 12 to 15 months. I ordered this as soon as it was first advertised, but due to teething problems, Terry has only just received it in. I immediately popped it in, powered up GEOS, and loaded all the files I wanted in to my 1750 REU. I then set about making the necessary boot disk.

I found the auto-boot maker on the disk supplied with the BBU doesn't work (My friend had the same problem so I don't think I did anything wrong!). I looked through my 128 files and found an autobootmaker that enables one to first of all delete an existing autoboot and then to redo, and it worked just fine.

Normally from boot-up to loading GEOS into the REU would take anything from three to five minutes. Now boot up is approximately fifteen seconds, beautiful to watch, and my thanks go to Terry and all those other dedicated people who continue to keep Commodore alive. As I use GEOS far more than any other program, the BBU is greatly appreciated. However, there is some incompatibility. I loaded NovaTerm the other night and found that it uses RAM for its buffer (I think), and the next time I tried to boot GEOS I found the REU had been corrupted and had to reload GEOS. Other than that, no problems at all.

*Two very handy items to have for any user of the 128 or an REU. One thing though, Charles Quinn of N.S.W. reports that he has had troubles with using the GEOS programs "FANCY START" and "GRAPHIC VIEW" with the KeyDOS ROM. These are the only two GEOS applications THAT I KNOW OF that do have any conflict.*

*As for NovaTerm, the reason for the corruption of the REU is, simply put, caused by NovaTerm writing to the REU and using memory already assigned to data intrinsic to GEOS. It's unlikely that it is an actual "bug" in the KeyDOS ROM.*

## OOPS!

**As you can see, we've made a bit of a blue this month. This particular page was supposed to make up the inside back cover - sorry!!**

**Warren**

**Author of "Stuff ups Made Easy" available soon!!**

# Superbase Snippets

Once again we have enough bits and pieces to put together another offering from our Superbase/script guru. Hope you find this of interest!

## PROGRAMMING SUPERBASE/SUPERSCRIPT

I have spoken with a number of people who have told me of their own Superbase programs, with the end result that I have been encouraged to compile a book giving examples of programming Superbase/Superscript with helpful tips on an accompanying disk, while I am still able to do it.

I wish to invite you and your readers to collaborate with me and others in bringing this invaluable record of one of the world's first successful and inexpensive integrated word-processor/database packages to publication at an early date.

While I intend to publish my own programs, I do invite others to contribute chapters or verse upon any aspect of using Superbase/Superscript of which they may be familiar. For instance, someone who uses a C-64 would be invaluable (I use Superbase/Superscript 128 only).

## SPECIAL INTEREST GROUP

At the same time, we wish to form a free community group of persons who indicate their interest in either learning to program in Superbase/Superscript, or simply want to learn how to use what others have already written.

In view of the fact that the owners of the copyright do not seem to be leading the way in getting people to use their programs, we do not expect the task to be an easy one, but, on the other hand, we hope not impossible.

If young/old people (and all those in between) are to understand new technologies in the information sciences, then an understanding of how to use and program one of the world's first databases is a positive step in the right direction, and one with which I am happy to be associated with while there is still time.

## THE SELECT LIST

Otherwise known as the DEFAULT LIST, or KEY LIST.

This is found under the heading "FIND". It is a very useful little COMMAND that helps to automate the computing process in SUPERBASE. From this one word command I have written a rather long program which is saved to disk under the directory name of "find-list.p"

Briefly, the program takes you through a series of options from which you choose what you require. Any one who would like a copy may get it by sending $3 to cover the cost of the disk. It was initially written for a bird-fancier, but may be altered to suit whatever purpose.

Option 1 - From which file do you wish to FIND?:"contacts" - Press <RETURN>, now, confirm the date by again pressing <RETURN>, or type in a new date in the following format DD MMM YY. i.e.: 01sep94

Option 2 - Do you wish to SORT the file? n - This lists a number of categories on which you may sort. for example: LAST NAME, POSTODE, on UPDATE flag, etc.

When you know what categories you will want to sort on, I will update this section to anyone's requirements. To skip a sort, just press <RETURN> on the "n" prompt. Otherwise, enter "y".

OPTION 3 - Do you wish to FIND a SELECT-LIST? "n" - Press <RETURN> to bypass, otherwise enter "y" for these further options:

3A - From which FIELD to FIND a SELECT-LIST? "fn" - Alter the "fn" (field name) to "ud" (update) and press <RETURN>

3B - What = the field "CONTENTS"?: "fc" - Alter the "fc" to just "y" (yes).

3C - What shall I call the NEW-LIST? "h8list" - Accept this title by pressing <RETURN>.

The computer will now spring into action, finding a list of records which have an Update Field with the contents "y" put on disk under the title "h8list" ready for you when you want to print out a labels list, find the addresses of people living within a certain postcode region, or, perhaps, have their birthday in a certain month.

OPTION 4 - Asks: Do you wish to OUTPUT from the SELECT-LIST? If you press "y", you will be asked whether you want the list d = displayed or p = printed. The program then lists out your list according to your selection, and then returns you to the beginning to run the program once more or to go on to something else. Before you choose this option it may be well for you to check what FIELDS are going to be listed out, before you print the darn thing. Always use "display" before "print" and ALTER

any fields and/or headings BEFORE printing.

Finding your own SELECT-LISTS can be time consuming if done manually, but by allowing your computer to FIND them for you, much of the tedious work can be automated to achieve a lot in a very short time.

## SUPERBASE AND A LABELS PROGRAM

One of the first uses of a database program is to be able to list names, addresses, phone numbers, and quantities for us in a variety of ways. If you have either the C-64 or the C-128 version of Superbase, you will not need to buy anything further. Both the "makelabels" and "labels" programs come on your Superbase disk, and are for those wishing to use a two or more column format. For single-column format, the "report" feature of Superbase is more than adequate.

Furthermore, you can use these programs as often as you like, make countless versions for varied a different uses, with many different formats, and all instantly available at no extra cost.

Those of you with Superbase 128 will also be able to program Superscript 128 from within Superbase 128.

## DESIGNING A LABEL PROGRAM FOR SUPERBASE

In designing a labels program to take are of, say, membership details as well as membership statistics, we have to examine the fields within the file we wish to list out. If we haven't the basic information in the file we will be unable to print it out in any sort of list. As the maximum number of fields per record is 127, we will have to design different versions to achieve different results. In order to be able to transfer the different pieces of information, as required, to each different version of the label program, whilst avoiding the tiresome keying-in that one could reasonably expect, we automate the procedure by writing a simple "transfer program" to do the job.

So, if you require headings, lines, punctuation, calculations, serial counting, and so on, to be printed out on your labels output, there must be corresponding fields within the record to extract. If you would like to know how to do all this, then please ask (see end of article).

For those who want to do more than what the program "makelabels" allows, it is suggested that the "REPORT" features of Superbase may accomplish your task even better using a single column output of 40 characters in width, leaving a further 40 characters to be printed out as a possible production schedule on paper.

## CONCLUSION

Anyone wishing help with Superscript/Superbase, or free samples of programs created by me to work under these programs should send an SAE (Stamped, self-Addressed Envelope) or disk-mailer and disk (if required) to:

**SUPERBASE ENTHUSIAST,**
**Box 54 P.O.,**
**Landsborough,**
**Qld., 4550.**

# Review

## Commodore World

Not many Commodore users haven't heard of CMD. In fact, in the minds of many, they can do everything from produce a hard drive for the humble 64, to walk on water.

As if to prove that nothing is beyond them, they have now began publishing what must surely be shaping up as one of the leading Commodore 8-bit specific publications available anywhere. Here is a review of the first two issues.

## IMPRESSIONS

My first impression of issue one can be summed up in one three letter word . . . RUN, but, in saying that, I'm not being completely fair because first impressions are not always accurate. And that's particularly true of Commodore World.

I was never a big fan of RUN, though I would always grab an issue when I saw it. I always found it "a little light" on content quality, especially over the latter issues. However, I always enjoyed typing in those programs, with the inevitable debugging and modification to suit, and I was (and still am) an avant collector of "hints and tips".

This being said, Commodore World seems to have kept several of RUN's concepts, including both the type-in programs (these didn't begin to appear 'til issue two) and a hints and tips column. Other columns cover such areas as computer industry news and new Commodore 8-bit products, a questions and answers section, and a number of programming columns, a letters to the editor area, and a User Group listing. Pretty much "bread and butter" stuff and virtually standard fare for most Commodore publications.

But there are also a few innovations such as a page devoted to some of the leading lights in the North American Commodore support arena, including Cee-64 Alive! (also distributed by Commodore Network), The Fun Graphics Machine, dieHard, and Loadstar, a column devoted to the Commodore scene in Europe, a GEOS programming column, and columns concentrating on peripherals, graphics, and BBSing.

*Warren Naismith*

And if names mean anything, CMD's magazine is chock-full of "famous" Commodorians. Doug Cotton (ex RUN) edits and writes, Tim Walsh (ex RUN and current Senior Editor of Amiga World) contributes the "Top Tips" column, Steve Vander Ark (ex RUN) takes care of the "Just for Starters" and "Graphic Interpretation" columns and does regular reviews, Maurice Randall (one of the leading GEOS programmers around) writes the "geoProgrammer" column, Mark Fellowes produces "Peripheral Vision" (my favourite!), and Gene Barker (programmer of The Compression Kit reviewed elsewhere in this issue) is the author of the "BASIC Instincts" column. You may also be familiar with the names Charles A. Christianson (Vice-president, CMD), Jim Brain, Craig Taylor, and Les Songa, the latter three especially if you are into Electronic mail and frequent the international echos. All these people are expert in their field, and it shows!


*A new action adventure game for the C64. The game features Amiga-like graphics and a unique storyline that unfolds as an interactive novel or movie.*
*Discover the link between dragons and the prehistoric past.*

**Island of the Dragons**

JDB Software
PO Box 244 Warilla NSW 2528

***$29.95*** *includes postage & packaging*

## LOOKING INSIDE

Looking inside Commodore World, and the first thing that struck me were the ads. It's great to once more be confronted with advertisements promoting some of the old favourites like Software Support International, Software Hut, Loadstar, and quite a few other familiar names (and a number of new ones, too!). If you are like me, you'll probably never order anything, but it's kinda reassuring knowing that there is still plenty of support for the good old C-64.

The interior of Commodore World is far less colourful than RUN ever was, with everything (at least in the first two issues) being printed in black and white. This, to my mind, doesn't detract from the magazine as I buy my publications for the content, not any pretty pictures that may reside therein, and columns and articles are well laid out and clearly defined - something that is not always handled well by other publications.

## THE COLUMNS

We had a quick look at the major columns a little earlier in this article, and I'll go into a little more depth here, just so you know what you are getting in to if you do decide to subscribe. I must make it clear here and now that these column reviews are based on my likes and dislikes and are thus a personal appraisal of each. I have very little interest in something like BBSing other than as a necessary facet of information gathering for C.N., whereas others will find this subject of extreme interest. On the other hand, I always find hardware hacks fascinating.

I will try to evaluate each on it's apparent merits as they appear and not to let my interests colour the review too much!

The principal columns of Commodore World (ignoring such things as the Editorial (we're used to be ignored!), letters column, and User Group listings) are covered below, and I will evaluate each accordingly at the end of their respective paragraphs.

ON THE HORIZON: - Similar to "News Watch in Commodore Network, reporting happenings in the world of Commodore, new services and products. Also deals with editorial opinion and rumours. contains some interesting stuff, but in general of little interest. Probably the most interesting facet of this column is that the names and addresses of suppliers are listed for you to follow up.

JUST ASKING - A questions and answers column handled by the staff at CMD. Lots of potential here to pick up some interesting information - has distinct possibilities!

THE CONNECTION - This is where those major Commodore support organisations get their say. Sections are devoted to Cee-64 Alive!, dieHard, Loadstar, and The Fun Graphics Machine. Despite the fact that we distribute Cee-64 Alive! here, and that the other three MAY be distributed by us in future, I found this column just a little uninteresting. However, if utilised properly by those contributing, this could be a real boon to those who subscribe to the pertinent magazines or, more especially, to owners of FGM. The potential for this latter to use this column as a major source of on-going support for its users is immense. At present, I can not rate it all that high, though.

FOREIGN EXCHANGE - Joseph Gaudl - This deals with overseas happenings (outside North America) within the Commodore Community. The first two installments have concentrated on Germany and Austria, and I have the distinct impression that that is where it will be centered. Let's hope the rest of the world won't be forgotten! Other than that, this column has contained a couple of interesting snippets, though, based on what I've seen so far, will not be of huge interest to the Australian reader.

TOP TIPS - Tim Walsh - Naturally enough, a hints and tips column. Pretty hard to evaluate so early in its life (as are all the columns), but given that it's Tim Walsh and CMD producing it, I think we can safely assume it will be a major source of this sort of thing for many readers.

JUST FOR STARTERS - by Steve Vander Ark - This column is for the novice Commodore computerist. Nicely done, good friendly approach to the beginner. Doesn't talk down to the novice but, like any good tutor, approaches the learner on an equal footing. - GOOD!

GRAPHIC INTERPRETATION - Steve Vander Ark - Contrary to what one might expect from the title of this column, this is not devoted to graphics, graphics manipulation, or the like. It is CMD's GEOS column. Once again, Steve's one-to-one approach to writing shines through on this one, but, in my opinion, it does lack meat. Good for the beginner, needs more depth for the more experienced!

GEOPROGRAMMIST - Maurice Randall - Ah! how I've missed Greg Harpers "GeoProgrammer" column in C.N. since Greg had to give it away. But this is most certainly a more than acceptable replacement and will probably turn into one of the first two columns I will read each issue. Naturally enough, this will only appeal to a few individuals, but to me, I rate it very highly.

BASIC INSTINCTS - Gene Barker - Designed to lead the learner into the world of BASIC programming via the experience of programming their own game (called "Starship Combat"). Explains in some depth what you are doing and what it all means - Excellent!

ADVANCED TECHNIQUES - Doug Cotton - A look at programming for the more advanced programmer. Another EXCELLENT rating.

PERIPHERAL VISION - Doug Cotton - This column deals with hardware, the first two issues dealing with CMD-DOS and SCSI devices. Interesting stuff, and probably my favourite column at the moment! - Excellent!

CARRIER DETECT - Les Songa - This is the "communications" column of Commodore World. My lack of interest in modeming aside, I found this of little interest the first time round. In the second edition, however, it carried a report on a recent on-line real-time conference with Jim Butterfield which I found mildly interesting, though lacking depth.

BBS SPOTLIGHT - This first appeared as an addendum to "Carrier Detect" but, by the time the second issue came around, seems to have become an entity of its own. If you are into BBS's then this is for you (I'm not!).

OVER THE EDGE - (I can relate to that!) Charles A. Christianson - I like this one! Kind of a look at anything and everything that takes Charles' attention. Deals with major news events (like Commodore's bankruptcy), or anything computer related. Good!

All in all, the magazine does cover a wide range of subjects with surely something to interest everyone contained in the regular columns.

## FEATURE ARTICLES

However, there is a lot more to a good publication than just the regular columns. Feature articles play an important part in the presentation of any magazine. Let's look at what they have covered these first two issues.

ISSUE #1 - In this issue we find one of the best articles on printers that I have seen anywhere. The only gripe I have

on this article is that it doesn't tell us who wrote it! Well worth getting hold of this if you are thinking of getting a new printer. Also included is a review of Rod Gasson's excellent off-line mail-reader, QWKRR (once again written by the unknown writer).

ISSUE #2 - Being the larger issue by some 12 pages, this edition carried quite a bit more material, including reviews of I Paint, I Port, the new CMD SmartMouse, and mini-reviews of several games. It also carried a special report on Commodore's liquidation by Tim Walsh, and, for modem users, a report on the Internet by Craig Taylor. It also carried "Hard Tips" by Tim Walsh, which dealt with simple fixes to some hardware problems - excellent!

## SYNOPSIS

Even though it's early days yet, I would rate Commodore World as better than RUN in its heyday. Whether or not it can match it with the best of Gazette remains to be seen, but the potential is most certainly there.

## WHAT DO I GET?

A subscription to Commodore World entitles you to eight issues of the magazine per year. Issue two consisted of some 56 pages, plus front and back covers. CMD expects the number of pages to grow over coming editions.

## WHERE DO I GET IT?

You can subscribe to Commodore World through Commodore Network by writing to:

Foreign Publications Dept.
Commodore Network
9 Wadeson St
Cobram
Vic. 3644

Enclosing a cheque or money order to the value of $Aus 76.00 for a year long subscription, or $10.50 for a sample issue.

Overseas readers should contact your local CMD distributor or write to:

Creative Micro Designs
P.O. Box 646
East Longmeadow
MA 01028
U.S.A.

Subscriptions are : US.$ 29.95 for 12 months within the U.S.A., US$35.95 for Canada/Mexico, US$45.95 for E.E.C. countries (Western Europe), or US$ 57.95 (Airmail) elsewhere.

CN

# Showcase

## The Compression Kit Under Review

If you have picked up a magazine from the U.S. recently, you are likely to have seen the ads for this program by Gene Barker of Mad Man Software.

CKit (which is how we'll refer to "The Compression Kit" from now on - principally because I'm too b....y lazy to write the name in full each time I need to use it!) comes on a single 1541 disk with a comprehensive 63 page manual, two page addendum, and a "security key" (dongle).

Initially designed to fill a need at Mad Man software for a RELIABLE backup utility with a REAL VERIFY option that DID work on ALL of the company's computers and drives, CKit was certainly set a hefty task. Let's see how close it has come to fulfilling these requirements.

### THE KIT ITSELF

CKit itself is a suite of nine programs designed to operate with anything from a 1541 to a native (or any other type for that matter) partition on a CMD Hard Drive, RAMLink, or RAMDrive. Designed not only as a pure copying aid, but as a fully-fledged archival utility, CKit is equipped with what must be one of the most user-friendly interfaces one can come across. I found it extremely easy to use and to move between functions, something which adds to the completeness and "usability" of any package. But for now, let's take a look at those routines that make up body of CKit and just what they can do for you:

FILEMASTER: - This program copies just about any file except (unfortunately) relative files. It doesn't like files which have not been closed properly (those "splat" files you sometimes encounter when you try to save something that's just a little larger than the disk space available on your disk.), so it pays to avoid those as well. Another drawback I found was that it failed to check disk space availability when copying to a disk, simply aborting when space ran out.

I found Filemaster somewhat slow, even though it proclaimed to be a "Fast file copier". However, it's accuracy in copying was at least comparable to any other file copy program I have used.

PROCOPY:- Now this I like! A little slow, but once more, very accurate! Procopy allows the user to copy entire 1541/71/81/CMD disks/partitions, and is a must for those with a lot of archival work to do.

ARCHIVER:- Once more, a tool for those of us with a need to perform archival backups. This program differs from Procopy in that it offers advanced compression techniques with built-in verification. Compressed files are markedly larger than those created with, say, CS-DOS, but, because the verification routines virtually guarantee accurate reproduction of the archived file when it is dissolved, I feel this has a lot to offer.

Unfortunately, like Filemaster, this does not like relative files or improperly closed files.

THE DISK BOA'S:- Four versions of "Disk Boa" are presented, 1541, 1571, 1581, and CMD Native. These are designed to compress/decompress standard Commodore disks or CMD emulated partitions into convenient backup files. They work by reading your disk or partition track by track, sector by sector, and I found the documentation's boast of these being more reliable than a standard disk copier to be well founded. Except for the slowness of operation, these win hands down when it comes to accurately copying entire disks, simply because the copies are so reliable. Be aware though that these will not work on write protected disks.

The Boa's even allow you to back-up that 1581, FD, RAMLink, or Hard Drive to a number of 1541 (or other) disks if required

One again though, the inability to get a report on the amount of room remaining on a disk is irksome, however, it will report on the number of tracks and blocks that will be required to dissolve a Boa to a particular disk or partition so that you can ensure that room is available by bringing up a directory. The CMD

Native Boa does allow you to decompress a larger partition to a smaller partition (or disk), but this may result in data loss. I say "may" because the BOAs copy each and every track and sector on a given disk or partition, whether or not data is present. This has the drawback of making the archive file larger than that expected from, say, CS-Ark, but does ensure that your archives are deadly accurate. This is the principal difference between the Boas and the Archive utility, the Boas work on the ENTIRE disk, track for track, sector for sector, while the Archive deals only with those files you choose to select.

DECOMPER:- This is, quite simply, a self-contained utility to dissolve files created with either archival utility described above. It is freely distributable, and is especially useful when you have downloaded files from a BBS which has used the CKit to archive its files, something I hope will happen more often in future. One reason many of us BBS is because we can download files at will. Personally, I find nothing more annoying than spending an hour of on-line time downloading an interesting item, only to find the contents of the archive are corrupt. Use of CKit by Sysops could see many of these problems with archives become rarer, though at the cost of files taking longer (being larger) to download.

## THE MANUAL

In my humble opinion, ANY software that sets itself up as being half-way useful MUST have a good manual. It must be comprehensive and, above all, easy to use. How many of you out there sit down and actually READ a manual BEFORE you start to use a program? I know I don't, and for that reason, manuals should be designed as easy to use and accurate reference guides to that particular piece of software. Good, easy to follow tutelage's are also a must, guiding the new user through the essentials of software operation with minimal frustration and confusion. I am pleased to say that Mad Man have achieved this with theirs. Comprehensive (and not too weighty) sections on starting out, installation (on to any of the respective drive types), Using the Manual, Using the "Server" (interface system), using Filemaster, Procopy, Archiver, and the four Boas (1541/71/81/CMD Native), along with a comprehensive trouble shooting section, notes, and tips, make this a very good aid to getting full value from your purchase.

## BUT THERE'S MORE!

It's all very well outlining what CKit does or doesn't do, but there's much more to evaluating any piece of software, after all, the purpose of a review is not just to fill a few pages of Commodore Network (though they do come in handy for that!), but to inform the reader as to the suitability of the item under review to their needs. There is no doubting that the CKit is one of the most powerful and easily used pieces of software of its type around, personally I have seen none better. Powerful verify options and error recovery features ensure that it is head and shoulders above anything available elsewhere. Coupled with the ability to compress files, disks, and/or partitions into backups consuming less disk space (though, admittedly, not to the extent I would have liked), makes this a very handy package to have around for the SERIOUS user of LARGER storage devices like the FD's, 1581's, Hard Drives, RAMLinks, etc. or for Sysops on Commodore BBS's (though there IS an MS-DOS version of which the Commodore version happily dissolves the archives- and vise-versa).

CKit operates on a 64, or on a 128 in 64 mode (pity!), and just loves Jiffy-DOS (which helps a great deal when it comes to speed of operation). It will however, "spit the dummy" should you try to utilise most software fastloaders as most of the available memory is used and there is more than a slight chance of a memory clash.

CKit is also blessed with the ability to work with device numbers eight through to 29, BUT only when connected via the serial bus. It will NOT handle device numbers set via software or set by utilising the "SWAP" buttons on devices like RAMLink or the FD drives. You must also ensure that your printer is off and the interface disabled.

## IS THIS FOR YOU?

As I said above, CKit is ideal for the "power" user, those of us utilising Hard Drives, RAMLinks, or other mass-storage devices on our Commodores who need to constantly archive data. It is NOT for the everyday user who has little or no reason to archive files regularly, and, whilst it contains some excellent copying routines, should not be bought purely and simply for that function UNLESS there is a marked need for ACCURACY.

## SUMMING UP

Excellent! - pity I can only see a limited market.

## WHERE DO I GET IT!

**Novo Computer Hardware**
**P.O. Box 237**
**Mayfield**
**N.S.W. 2304**

See ad this issue.

CN

**ARCHIVE SIZE COMPARISON CHART**

| Initial disk size | compressed using CS-Ark | compressed using Archiver | compressed using 1541 Boa |
|---|---|---|---|
| 581 blocks | 320 blocks | 414 blocks | 419 blocks |

# Bit Pieces

Hullo Programmers.
I still have not heard from any of you. I hope someone is reading the column. Surely someone out there has a program they would like to share. Or maybe a problem, something you can't quite get a hold of. Drop me a line, I may be able to help.
O.K. Lets program. We will start off with a few things from C= FORMAT. There are quite a few programs they have that are a little hard to get going. Most of the time it is a misprint in the code, and it takes a while to figure it out. But these work quite well with a few changes, and they could help dress up your programming. This first program came from D. SMITH of Preston in the U.K. Its a neat little M/C scroller that starts in the center of the screen, but you can enter the dialogue in basic using screen code numbers for the data. All of the char code 32(space) are needed to push your characters off the edge of the screen . When you are coding your own data add the number of characters you are using, and make sure it tallies with Line 50, or you will get an Out Of Data error. You should find your screen codes on page 143 of your User Manual.

## SCROLLER.

```
5 FOR X = 832 to 845 : READ Y :
POKE X,Y : NEXT X
10 POKE 53270,8 : PRINT CHR$(147)
15 POKE 53280,0 : POKE53281,0
20 FOR X = 1 to 10 : PRINT
CHR$(17) : NEXT X
30 FOR C = 55696 to 55735 : POKE
C,1 : NEXT C
40 POKE 53270,0
50 FOR D = 0 to 39 : rem number
of chars entered
60 READ W : IF W = 100 THEN 110
70 POKE 1443,W
80 FOR P = 7 to 0 STEP . 8 : rem
note period for the point eight
85 IF PEEK (53266) > 50 then 85
90 POKE 53279,P
100 FOR X = 1 to 100 : NEXT X , P
: rem speed of scroll
110 SYS828 : NEXT D
119 rem M/C code for scroll
120 DATA
169,7,141,22,208,160,17,162
130 DATA
0,232,189,146,5,202,157,146
140 DATA
5,232,136,208,244,169,032,157
150 DATA 146,005,096
159 rem screen codes for data
160 DATA
16,21,20,32,25,15,21,18,32
170 DATA
19,20,15,18,25,32,8,5,18,5
175 rem scr/code for SPACE-to
push chars across screen
200 DATA
32,32,32,32,32,32,32,32,32,32,32
210 DATA
32,32,32,32,32,32,32,32,32,32,32
```

There, that was only a small one. Run it and I think you will find it quite effective, say, as an intro. to something special you have created. You can add some more touches to it. How about a sprite or a redefined character(s) where the letters appear. Add this small one.

```
16 Q = 54272 : H = 169 : FOR M =
1444 to 1462 : POKE M,H : POKE
M+Q,7 : NEXT
```

Q is Colour Memory - H is Screen Code - M is Screen Memory. You can use this formula to build up any screen. Just change the character and screen memory (1024 to 2023).
This next one can also be added to many programs. Make it a sub routine and GOSUB it at the start of your program, and add a RETURN after the SYS command in Line 5050.

```
5000 rem WIDE SCREEN
5010 FOR X = 49152 to 49243 :
READ Y : C = C + Y :POKE X,Y :
NEXT
5020 IF C < > 11295 THEN PRINT
"DATA ERROR" : END
5030 POKE 49192,0 : POKE 53281,8
: rem set colour
5040 PRINT CHR$(147) : CHR$(5) ;
5050 SYS49152
5060 DATA
120,169,127,141,013,220,173,013
5070 DATA
220,169,027,141,017,208,169,049
5080 DATA
141,018,208,169,041,141,020,003
5090 DATA
169,192,141,021,003,169,001,141
5100 DATA
025,208,141,026,208,088,096,000
5110 DATA
000,169,001,141,025,208,173,039
5120 DATA
192,073,001,141,039,192,240,025
5130 DATA
162,013,202,208,253,173,033,208
5140 DATA
141,032,208,169,250,141,018,208
5150 DATA
076,049,234,234,234,234,173,040
5160 DATA
192,141,032,208,169,049,141,018
5170 DATA 208,076,125,234
```

Professor Finch himself from C=F gave us that one. The screen is split by Raster Interrupts at the top and bottom of the screen. The old 64 is updating the black colour so fast you can't even see a flicker. Oh! The things we could do if we knew M/C. But if you do have a little knowledge of M/C here is a little utility that might help you along. I have put many M/C basic loaders in the column, and no doubt you have quite a few yourself. The 128 users have a BSAVE (save a part of memory) with their Basic 7.0. and I have seen a few for the 64 on P.D. Jess Sosnoski of Mount Carmel in the U.S.A. has coded a RELOCATABLE BSAVE for the 64. As you can see, at the moment it is loaded into address (AD) 679. But by changing AD you can load it anywhere that is convenient for your programs. Lets try Wide Screen. The procedure is, load in your basic loader (Wide Screen) and making a note of the address it is been loaded to, in this case 49152 to 49243. RUN it, then type NEW. Remember the UNNEW program we did before. Even if you NEW Wide Screen it is still sitting there at 49152. Next load in BSAVE and RUN it. It will be tucked

away at address 679, and on the screen will be printed:

```
SYS AD, START,END, FILENAME,
DEVICE.
```

At the ready sign if you wanted to save Wide Screen as 'WS/MC', you would type the commands like so:

```
SYS 679 , 49152 , 49243 ,
"(WS/MC)" , 8
```

When you press return Wide Screen will be saved to disk in Machine Code. All you have to do then is load up a Monitor, disassemble the code and study it or improve it.

## RELOCATABLE BSAVE 64

```
10 PRINT CHR$(147) " [crsr/down]
"RELOCATABLE BSAVE 64 "
11 PRINT " SYS AD,START,END,"
CHR$(34) " FILENAME " CHR$(34) "
, DEVICE
20 AD = 679
30 DATA
32,253,174,32,158.173,32,247,183,
165,20,133,193,165,21,133
40 DATA
194,32,253,174,32,158,173,32,247,
183,165,20,133,174,165,21
50 DATA
133,175,32,253,174,32,212,225,32,
234,245,96,-1
60 READ A : IF A > -1 THEN I = I
```

```
+1 : POKE AD + I - 1,A : CK = CK
+A * I : GOTO 60
70 IF CK < > 140847 THEN PRINT "
DATA ERROR "
```

Here is a small program to use if you want to attract someone's attention in a program:

## FLASHING PRINT

```
5 PRINT CHR$(147) : POKE 53281,0
10 R$ = CHR$(18) : S$ = " PRESS A
KEY "
20 PRINT R$ : S$
30 GET A$ : IF A$ = "" THEN FOR I
= 1 to 350 : NEXT : IF A$ < > ""
THEN 50
40 PRINT " [crsr/up] " ; : PRINT
S$ : IF A$ = "" THEN FOR I = 1 to
200 : NEXT : PRINT " [crsr/up]" ;
: GOTO 20
50 IF A$ < > "" THEN PRINT "
THANK YOU "
```

Everyone knows what a great Games Machine the 64 is. Of course the programmers code in M/L because basic is usually a bit slow and too large for games. But there are ways to program small games in basic, and even if they do not run as fast as M/C, they can be made to create an illusion of speed and one of the main things, keep the player interested. Of course it also is a great way to learn programming. Getting to know more about the commands of basic. So each month I thought we might go through a few examples of what we must do to build a game in basic.

When you see all those baddies coming at you on the screen, you can bet they are working under what must be the most used command on the 64. RaNDom!. A good idea in a game is to change the screen to help keep up interest, and the RaNDom command is a good way to do it. Here is an example::

## **STARS**

```
10 ADDR = 1024 : CL = 55296 :
POKE 53280,0 : POKE 53281,0 :
PRINT "[black] [clr/scr] "
20 Q = 100 * RND(9) + 20 : Q1 = 6
* RND(9) + 2
30 FOR I=0 to Q : X = 1000 *
RND(9) : N = 46 : GOSUB 150
40 FOR I = 0 to Q1 : X = 1000 *
RND(9) : N = 81 : GOSUB 150
50 FOR I = 0 to 999 : NEXT :
PRINT " [clr/scr] " : GOTO 20
150 POKE ADDR + X ,N : POKE CL +
X , N : RETURN
```

You have now created a field of distant (small) and close (large) stars. There are three random elements: How many near stars, how many distant stars, and where the stars are placed on the screen.

Line 20 is where the program decides how many far stars (Q) and near stars (Q1) there will be. Always at least 20 and never more than 120 distant stars, while there will be between 2 and 8 close stars.

Lines 30-40 have the random values decide how many stars of each size will be placed on the screen. Also they generate a random number, X, which represents the screen address where a star will be placed. So all the stars and where they are placed are random. The goto in line 20 creates a loop to generate a new set of stars each time through the loop. Note we have line 150 that is used more than once, so we GOSUB it, which means less bytes, and faster running.

## CONTROL

Controlling the random numbers. The RND (n) generates a random fraction between 0 and 1. The number in parentheses (called the ARGUMENT) doesn't matter, and you don't have to use the same one as the example. But it has to be there. It has no effect on the function, but all functions (as opposed to POKE and PRINT) have to have a number in parentheses.

## INTEGERS

The number that results will mostly be a fraction, so to get a whole number you should use the INT function. A = INT (500 * RND (5)) will give you a number between 0 and 499. A = INT (5 * rnd (5)) will generate a number between 0 and 4.

## MINIMUMS

To establish minimums to your range of numbers you add to it. A = INT (5 * RND (5) + 3) will give you a number between 3 and 7. Try this one to see:

```
100 A = INT(5 * RND(9)+55):PRINT
A : GOTO100
```

Hold CONTROL KEY to slow it down, and try changing 5 and 55 to see other random numbers.

Well I think I am near my limit, so next month we will go a little further with game building..

Happy Programming.

Kev.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# P Power

## Learning to program with P.D.

Learning to program with P.D.

One of the best ways to learn to program has always been to look at what other programmers have done. You can learn a lot from pulling a program apart and delving into the routines that go to making the program perform its task. The Public Domain is a golden source for suitable programs, and playing with these was how I, and I dare say, many others, first got involved in programming in BASIC and M.L.

But the Public Domain does offer the budding programmer far more than just access to numerous software guinea-pigs or lab-rats, it also offers a number of excellent learning aids for the beginner. This month's P.D Power looks at some of these for you!

THE PONZO TUTOR SERIES

This series of self-contained programming tutorials, originally from Canada and named after their creator, must rate as one of the most comprehensive and easy-to-use learning aids for any computer or computer language. There are some sixteen separate stand-alone modules in the set, the first four dealing with BASIC programming per se, units five through seven introducing Machine Language concepts, two further modules dealing specifically with sprites, and a further two handling the concepts of sound on your 64. The remainder of the series consists of a single tutor concerning graphics programming, with a further six tutorials, going under the name of "Micros 'nchips", being devoted to educating the user as to the understanding and specific usage of the hardware used in the C-64. This all goes to complete what surely must be one of the most comprehensive sets of programming tutorials (P.D. or not!) available anywhere.

These tutorials encourage a "hands-on approach by their user, allowing he/she to enter a program during the running of any particular tutorial, try it, and then to proceed with the lesson at will when finished. The ability to page back and forth within a module in order to recap is also a major plus. These lessons are by no means exhaustive, they merely give you a good solid background in the art of programming your computer. They are easy to use, with everything being well explained and clear, and I'm sure any of you out there who have toyed with the idea of programming will be surprised at just how easy it is to achieve after undertaking just a few of these lessons. True, you won't be creating multi-level super shoot-em-ups, but I'm sure you'll be writing a few of your own routines in BASIC and, perhaps, even in M.L. For now, let's have a look at each module in greater depth, shall we?

PONZO TUTOR #1 - The first in the series (Kinda logical, huh!), giving a good backgrounding in your computer and BASIC programming techniques.

PONZO TUTOR #2 - Goes on to string manipulation and data statements, arrays, and For/Next loops.

PONZO TUTOR #3 - Looks at Pokes, Peeks, TI$, input/output, random numbers, using the INPUT statement, FRE, etc., and supplies a number of routines to play around with.

PONZO TUTOR #4 - This entire lesson is devoted to memory usage and the utilisation of pointers

PONZO TUTOR #5 - The first of the Machine Language lessons, this introduces the newcomer to the 6510, looks at manipulating data within ML, the most/least significant bit, and comparing/branching in Machine Language.

PONZO TUTOR #6 - The second of the ML tutorials, this module shows you how to use ML to perform the equivalent of several BASIC commands.

PONZO TUTOR #7 - Goes into more depth concerning 6510 commands and introduces you to the Process Status Register.

PONZO TUTOR #8 - Deals with basic sprite creation.

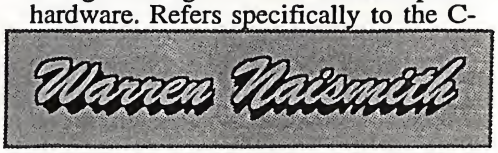
PONZO TUTOR #9 - Takes the latter a step further by dealing with multi-coloured sprites.

PONZO TUTOR #10 - Deals with graphics and character creation.

SOUND TUTOR #1 - Really says it all. SID tutorial

SOUND TUTOR #2 - More of the same.

MICRO 'NCHIPS #1 - First in a series of tutorials designed to give a solid backgrounding in microcomputer hardware. Refers specifically to the C-64, but the information is pertinent to all 8-bit microcomputers. This first installment deals with introducing the 6510, addressing, address and data buses, and gates.



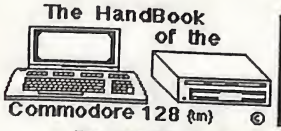

MICRO 'NCHIPS #2 - Once again deals with the address bus plus decimal and hexadecimal notation, memory, and, more specifically, that memory between $D000 and $DFFF.

MICRO 'NCHIPS #3 - Looks at the Expansion port, paddles, the SID, and CIA chips.

MICRO 'NCHIPS #4 - Studies interfacing, continues looking at the CIA chip, looks at the parallel port, tape drive, and input/output.

MICRO 'NCHIPS #5 - Delves into dynamic RAM

As you can see, this series covers just about everything for the C-64 student. Most P.D. libraries should have copies available of some or all of these.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# Letters Link

Hello all, and welcome to another month's concoction of correspondence. We've got a full mail-bag this month, so let's look at what you've got to say for yourself.

## INTERFACE INFORMATION

First off, Bob Morrow of Victoria writes in response to Leslie Fletcher's call for help in the July "Letter's Link":

In the last issue of C.N. Leslie Fletcher was asking about Tronix interfaces. I have been using one of these to control an ordinary IBM selectric typewriter from my C-64. It has performed perfectly, making the IBM rattle along, and, of course, producing perfect golf-ball type. I have included a sketch of my unit. If I can be of any more assistance perhaps Leslie could contact me.

*Thanks Bob. I've forwarded your particulars, etc., along with those of a few others to Leslie and, hopefully, he'll soon have his problems solved.*

## MORE ON OUR INTERFACE, AND SOME DIAGNOSTICS FOR THE 64

Up in Canberra, and Gordon Wormald writes:

Re: Letters Link - July '94

1) It may be too late to help Richard Pacey with his C64 problems (I would have communicated directly had I had his address), but the attached Diagnostic Chart may be useful to him and others. Copyright may prevent its publication, but perhaps there is some way of getting it to those who need help?

In use it is a bit hit-and-miss - I give it about a 40% chance of pointing to the cause of any particular C64 problem.

I have about 100 pages of another, much more detailed manuscript (author etc. unknown, presented to me years ago by some forgotten donor) of which a specimen page is attached. Is there any way in which this could be of use to people like Richard?

Bearing in mind that I would be hard put to find a copying facility for that amount of guff, perhaps C.N. could hold a copy for loan to those in need? Would copyright get in the way?

2) Les Fletcher's problem with the Centronics interface is a common experience with secondhand items, which are often sold minus cables and documentation. There are many "standard Centronics" pin allocations, and one of the most vexatious problems with an undocumented item is to determine how it handles the +5 volts usually required to run its logic. Some get it from the printer (or equivalent), some from the computer, some from either, and some from both. "From either" is least trouble, from both" can blow fuses or damage power supplies, and the others will not work unless there is +5 volts where they expect it.

Leslie has avoided some of the possible traps in being lucky or prudent enough to get documentation, it being clear that the interface expects +5 from the computer. This could be like my TELESYS CP1, which has an almost inconspicuous 2.5mm hole in one edge to take a small (earphone type) plug which did not come with my (secondhand) unit. I have heard of devices with even smaller plug entries - I suggest that he searches carefully, not only on the main unit, but I have heard of it being located in the back of the shroud on the Centronics plug.

Then of course there is the problem of how to extract +5v from the C-64. The usual way is to find an edge connector card to piggyback the socket, or solder a pin jack (to pin B/2 of the datasette connector) so as to get a +5v outlet. Perhaps the neatest solution is to mount a pin jack in the rear wall of the C-64. This makes it easy to also wire in a 500 mA fuse for safety (as I do).

*Thanks, Gordon. I'm sure both gentlemen appreciate your assistance. As for loaning publications out to those requesting such, I have no objections to offering such a service. There would need to be a fee to cover post/packing costs, but other than that I can't envisage the need for further charges. Copyright should not be a problem in a "Library" situation. this is something we may well look at in the future, depending on member interest.*

## MORE OF THE SAME

Up to Sydney, where Mike Gregory writes as follows:

In the Letters Link column there are two letters with which I can help. One from Richard Pacey, for which I have enclosed a trouble-shooting guide and a parts listing so that he knows which chips are which.

The other question was from Leslie Fletcher about a Cardco +G interface by Tronix. About 8 or 9 years ago, I took one of these apart to modify it. It had a single wire connected to a through-cassette port connector. This was its 5 volt power lead and it was a B.....y nuisance! Like many others at the time, I rewired it to use the 5 volt printer output on pin 18 of the Centronics connector. Unfortunately this pin is not part of the Centronics specs and while 5v is usually present, it is not universal nor can it be


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guaranteed that there is sufficient current to drive the interface. This leads to three possibilities,

1) The interface has not been modified and is not being powered.

2) The interface has been modified and is not being powered.

3) The interface is stuffed.

Since I live just down the road from Doonside and I have a circuit diagram of the interface, perhaps Leslie would like to contact me?

*Thanks, Mike. I've forwarded the particulars on to those two gentlemen. I wasn't able to publish your's or Gordon's diagrams as they are copyright, but copies have been forwarded.*

## DIAGNOSTICS

Moving further north, Roy Hansen writes in response to Richard Pacey's problem:

In response to Richard Pacey's query about diagnostic and repair books for the C-64, I have a book (not for sale, I'm afraid) which could be what he is looking for - or close to, anyway.

The book is "Commodore 64 - Troubleshooting and Repair Guide" by Robert C. Brenner and published by Howard Sams and Co. ISBN 0-672-22363-5.

This book seems to be written for the ordinary C64 user (in short, anyone who can remove a chip and plug a replacement into its socket).

The trouble-shooting guide is in the form of a flow-chart, which helps you to isolate certain groups of chips, so that you may replace and test until the unit works again!

I would not be prepared to sell my copy.

*Thanks for the info, Roy.*

## FRIENDZ & CONTAX

Anita Wurzer of Tasmania writes:

First of all I have enclosed a copy of a letter I have received from Steve Hedges of Commodore Voice, "Friendz & Contax". As you can see, he had to close the club, and it's a shame when this sort of thing happens. I have only been a member for a little over 12 months, but I felt I was regarded as a special member (not that I was!), it's just the way you were made to feel in this club. Even though I had not had much contact with Steve personally, he just came across as a very nice guy, and it's sad to see that things didn't work out for him and the rest of the club members who gave so much time and effort to try and make it work (I wasn't one of them!).

Do you think that you could put in a thank you in your "Letter's Link" or wherever it fits best, to express this opinion. I'm sure I wouldn't be the only one who feels this way.

*You are very definitely NOT alone! I think a very many people feel the same way. It is a great pity this club folded. Though "Commodore Voice" and "Commodore Network" could have been seen as rivals, we did have a good working relationship and helped each other on occasion. We will all be poorer for the loss!*

## MAKES A NICE CHANGE!

From Bernie O'Shea of Victoria comes this little item:

Sorry to see my name in the "Letter's Link" column again. You really must stop publishing these letters which criticize you, (and make me out to be a whingeing b.....d!).

As you know, the missing "Video Shop" turned up with the appropriate postmarks and dated letters - which would have been extremely hard to manufacture after the event! I wonder if I write a complaining letter to Australia Post will they publish it in their staff magazine for all to see?

I really do enjoy receiving my monthly "Network" and read it from cover to cover (skipping the hard ML code bits of course). This month I especially enjoyed Jane Jones' efforts on GEOS. There was stuff in it that I had never seen anywhere else. Shame that "Commodore Voice" happened to have so many references throughout the issue, in the light of what has happened. Ivan (Blitz) announced it at the last MCCC meeting.

*AH! It's lovely to be able to say "I told you so!" (it doesn't happen too often, you know!). Seriously, though, I do have a fair bit of trouble with Australia Post at times, which doesn't help anyone. At least your item turned up (eventually!). Concerning "Commodore Voice", it is a great pity, and, as I said to Anita above, we will all be the poorer for the loss!*

## DISCOVERY-40

Over in South Australia, Ron Daniels writes:

I have enclosed some information that I received from Ross Skinner of "Island by Mail" fame , regarding DISCOVERY-40 & 80, which Gary Carter of Victoria was enquiring about in "Letter's Link". It appears to be confined to IBM/Amiga PCs though. However, back in the PD club days, Ross was advertising Microtex 666 comms software on tape for $5.00. Maybe it is still available from Ross, might be worth Gary Carter giving it a try.

*Thanks Ron. The last address I have for Ross is: P.O. Box 52, Hepburn Springs, Vic., 3461. Phone (03) 741 5681.*

## BEWARE THE MPS-1230

Bill Bratby of N.S.W. writes:

Last week I had an experience which caused me a lot of heartache and worry. I would like to pass on to other MPS1203 owners a warning, should they decide to get inside their beastie.

Many moons ago I read someone's contribution re a precision oiler which is available from Tandy and which contains microminiature teflon particles (I cannot find the relevant article in my library of C.N cutouts). I bought one and it has lain idle since.

My printer developed squeaks as the platen rolled round and I decided to do some lubricating. Wasn't this the very reason I'd made my purchase?

It's pretty easy to pull off the knob (many people say I make an art of it - Ed.) and work out how to release the tabs which secure the cover to the base.


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Then you just open it up like the lid of a suitcase . . . and this is precisely where you can RUIN a conductor ribbon and cost yourself a LOT of money.

Over on the left hand side of the cover are the activity LED's, and the three press switches. They are in a block and are connected to the mother-board by a short strip of very delicate ribbon cable. When I lifted my lid back, it slipped from my grasp and fell completely open. The ribbon tore across six of the ten conductors. I could see this would not be easy to repair (if at all possible), and very expensive to replace as the ribbon is part of the light/switches unit.

The MPS 1230 is actually an Olivetti DM1000 machine with the Commodore label on it. Enquiries locally regarding costs said around the $40-$50 mark to repair the cable, and Olivetti in Sydney said $82.50 for a new one.

It's a simple matter to disconnect the ribbon cable from the mother-board before opening too far. The ribbon terminates into a small rectangular white block. The cover to this connector slides up (but not off), releasing the cable from it's grip thus allowing you to completely remove the printer top to safety. As you release the ribbon from its prison, please note that the side with the bare conductors faces the inside of the printer Put it back the wrong way and it won't work.

Olivetti said this is quite a frequent happening, so . . . BE WARNED!! I was able to repair it myself, but it took about eight hours and a LOT of frustration to do it!

I hope that you can pass some of this message on to my MPS-1230 (DM1000) brethren to warn them should they try to get inside their printer for whatever reason.

*Many thanks, Bill. I hope that those out there who do own one of these beasties do take note and take due care if they do need to open their printer.*

## REPLACING THE PRINT-HEAD ON YOUR MPS-1230

Up Queensland way, and Don Williams writes:

I have just replaced the print head on my MPS-1230 as the other was stuffed, bent or busted pins. I purchased the head from Parcom in Brisbane for $100.00 plus freight. The manager was saying that he had three more available at this price. This may be of interest to those readers who have 1230's. He also said that the original Commodore pricing structure for authorised Commodore repairers was close to $300.00. Whether this was a "come-on", I don't know. Their phone number is (07) 843 2120.

## PRINTER ARTICLE

Robert Lord of Victoria writes:

The article that came with the latest CEE-64 Alive! (on bubble-jet printers and the Commodore) was of considerable interest. In these times when computer users are chasing the ultimate print-out, with Laser, InkJet, and BubbleJet, it is good to know that the Commodore is capable of the same print quality. I would like to see a similar article on connecting a Laser printer to the Commodore.

*Printers are an important peripheral to computerists, and it is often a hard decision to make when it comes to choosing which printer is going to suit your needs. Commodore Network will be carrying an article on printer types, their plusses and minuses in the near future. We may even take that step further and carry an article dealing specifically with each type (9 pin, 24 pin, BubbleJet, and Laser) in follow-on articles.*

## PLAUDITS FROM ABROAD

From lovely Stratford-upon-Avon in the "Old Dart", Michael Pearson writes:

May I say that Commodore Network is the first "overseas" publication which I have either purchased or subscribed to, that can be reliable in actually turning up at all, or at least on time. Congratulations! You will probably guess that I have or have had dealings with GeoWorld, geoVision International, Twin Cities, and GeoMetrix . . . . . need I say more! I am currently having a hassle with CMD in trying to get my copy of the second issue of Commodore World from them. I have had polite replies to my two (to date) letters, but as for the magazine - not a sniff!

I have previously commented on the excellent quality of the presentation and content (of C.N.), and this has been maintained (Except that pages 7 and 22 were transposed and inverted in the July issue!). I intend to resubscribe for a longer duration, you see, my faith in CBM independent publications has been restored!


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Commodore Network is now carryin a range of publications for the Commodore 8-bit enthusiast. Prices quoted below are for non-subscribers. Subscription holders to CN are entitled to deduct 10% from prices quoted.

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